PRIMA GAMES

DEUS EX MANKIND DIVIDED™

Changelog
Updates

UPDATES, FEBRUARY 23, 2017

- Added **A Criminal Past DLC** chapter.

UPDATES, SEPTEMBER 29, 2016

- Added **System Rift DLC** chapter.

UPDATES, AUGUST 26, 2016

- Added **Collectibles** chapter that includes the locations for the Triangle Codes and eBooks.

UPDATES, SEPTEMBER 12, 2016

- Added screenshots to the **Collectibles** chapter for the Triangle Codes.

UPDATES, SEPTEMBER 13, 2016

- Added screenshots to the **Collectibles** chapter for the eBooks.

DEUS EX

MANKIND DIVIDED™

The World of Man and Machine

Overview

Deus Ex: Mankind Divided continues the story that began with *Deus Ex: Human Revolution*. You return several years after the last game ended and are faced with even worse problems between "Normals" and people who have been augmented. Terrorism between both sides has been on the rise, and even greater threats are starting to appear. The city of Prague is in the middle of this chaos, waiting to be torn apart if cooler minds don't prevail.

As one of the few people in the middle of this divide, it's your job to find some way to stop this (or at least to mitigate the damage that people are doing to each other). To complicate your efforts, there are many people in the shadows with immense power. Their goals still are not clear, and it's going to be tough to come out of this without causing plenty of destruction.

But that's where this guide can help. We'll teach you about all of the weapons, items, and augmentations that are available. Instead of relying only on brute force (which we help with, as well), we give you ideas for avoiding combat, killing, and chaos. This guide attempts to offer multiple solutions for the game's missions. *Deus Ex* has always been known for flexibility in how you succeed, and we do our best to accentuate that by describing multiple routes and tactics for each challenge.

This book features maps, a full story walkthrough, strategy for completing all side missions, a detailed Breach chapter, and even coverage of pre-order content. Controls and gameplay tips are up front, while missions are in the middle. Check in the back for Achievements when you're ready to complete everything that there is to see.

People

Deus Ex: Mankind Divided has a huge cast of characters. You might be a bit overwhelmed at first, especially if you haven't played *Deus Ex: Human Revolution* recently. This chapter goes over the major places and characters so that you know what you're getting into.

Except for introducing the characters, we will not spoil anything in the main story.

ADAM JENSEN

The year is 2029, and Jensen is once again a changed man. Disillusioned and bitter after his attempt to save the world only left it more divided, he's joined a newly-created Interpol counterterrorism unit known as Task Force 29. On the surface, Jensen's goal is to hunt down terrorists in a world that's spinning out of control. But what he's really after are the men and women responsible for tearing the world apart, the people who are still pulling the strings. In his obsessive drive to unmask them, Jensen will continue to dig for answers, inching his way ever closer to the truth. He knows that stopping the Illuminati is the only way to make things right again. For the world. For the men and women he cares about. And for himself.

VIKTOR MARCHENKO

Viktor Marchenko is an outspoken member of the Augmented Rights Coalition—an international, non-governmental group of augmented activists fighting for the fair treatment of transhumans. Unlike its leader, Talos Rucker, Marchenko has more radical leanings, and his charismatic personality allows him to sway opinions and rile up his followers. Heavily augmented, with both his right eye and two arms having been replaced, he is thought to be responsible for organizing multiple attacks that he believes will help further their cause. However, Marchenko is not just a brutish hulk; he is extremely intelligent and is well versed in the history of past revolutionaries.

ELIAS CHIKANE

Chikane, Adam's VTOL pilot for TF29, is both professional and dedicated in his work. With a strong military background, he is able to use his experience as an elite pilot to give himself the extra edge when helping to exfiltrate Adam out of a tight spot. However, the tension between him and Adam is, at times, palpable. This is largely in partly due to his suspicions of all augmented people, stemming from the fact that his left knee was badly damaged by an Aug during the Aug Incident. As a result, Chikane refused to be augmented, passing up a more advanced cybernetic in favor of his current, more traditional leg brace.

ALEX VEGA

Alejandra 'Alex' Vega is an ex-Belltower pilot. She had to leave her previous job in a hurry after she helped Ben Saxon expose Belltower's illegal drug operation in Panama. Through Saxon, she was introduced to, and joined, the Juggernaut Collective. Now she's supporting Jensen with his investigation into Task Force 29 in order to determine if they are, in fact, a puppet of the Illuminati. She facilitated Jensen's entry into the Task Force, and acts as a go-between for him and Janus.

JIM MILLER

Jim Miller is the Prague branch director of Task Force 29, a newly-created division of Interpol that fights organized crime and terrorism. A direct and decisive leader, he is committed to his job and passionate about protecting civilians. He has also gone through his entire career with unwavering respect for the chain of command.

TALOS RUCKER

Talos Rucker is the leader of the Augmented Rights Coalition (ARC). He is a passionate, principled, and charismatic leader who advocates non-violence and political activism over violent terrorism. But someone is conducting acts of terrorism and framing ARC for them, thereby discrediting the entire Aug Rights Movement, and making Talos Rucker Task Force 29's primary target. As public opinion continues to turn against him and his cause, Rucker is painfully aware that time is running out. He suspects a conspiracy is at hand, one that is not only targeting ARC, but all augmented people.

VACLAV KOLLER

Vaclav Koller is an underground augmentation specialist in Prague who does not shy away from controversial augmentations. He is a brilliant, eccentric, fast-talking engineer who has performed extensive self-augmentation. Koller has dealings with many of the different factions in the city, including organized crime, and for an unknown reason has the protection of Radich Nikoladze, head of the Dvali Crime family in Prague.

DUNCAN MACREADY

Duncan MacReady—or Mac as he's sometime called—is a tough-as-nails former special forces operative now working in Interpol's Tactical Anti-Terrorism Unit, Task Force 29. While outstanding at his job, Mac has no patience for the incompetent, which to him is nearly everyone, and isn't one to mince his words. While at times his brutally honest nature can seem harsh—even discriminatory—against the augmented, he is far from a racist and for those lucky enough to have earned his respect, he is an extremely loyal ally.

DAVID SARIF

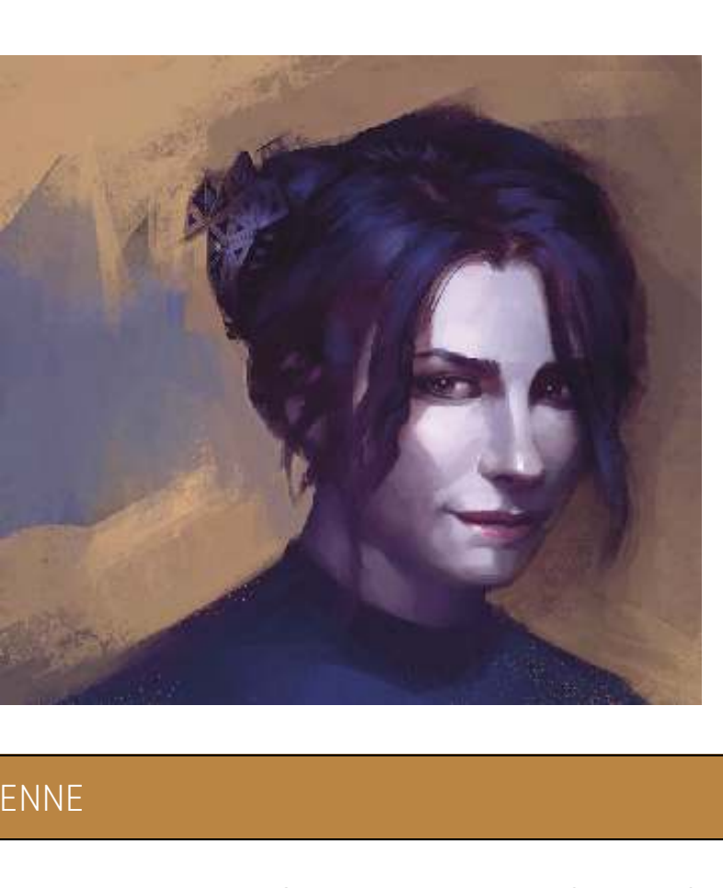
David Sarif is the founder and former CEO of Sarif Industries, and former boss of Adam Jensen. A well-preserved man in his late 50s, Sarif revitalized Detroit and tried to revolutionize the world by turning a dilapidated automotive factory into a source of cutting-edge human enhancement technology. Then, in 2027, the Aug Incident hit, plunging the world into chaos. Society turned against augmented people, and the industry that had created them crashed. Sarif's company, personal fortune, and dreams crashed with it. Two years after the incident, Sarif is an older, wiser, slightly more reserved version of the man he was before. He's still wealthy; still direct when dealing with others; and still believes in progress, science and technology, and human endeavor. He also continues to hold onto an idealistic belief in a mechanically-enhanced mankind. He's just learned to be patient and let others carry the banner into the spotlight for him, for now.

DANIEL "SMILEY" FLETCHER

Daniel Fletcher, known to all as Smiley, is Task Force 29's senior Crime Scene Investigation Technician in Eastern Europe. His extensive scientific and forensic background and brilliant mind have earned him an impressive reputation, along with his constant chain of female companions. Passionate about only two things—science and women—Smiley strives to be at the forefront of his field. Well-liked by his colleagues, his friendly demeanor comes as a breath of fresh air to the many troubled members of TF29.

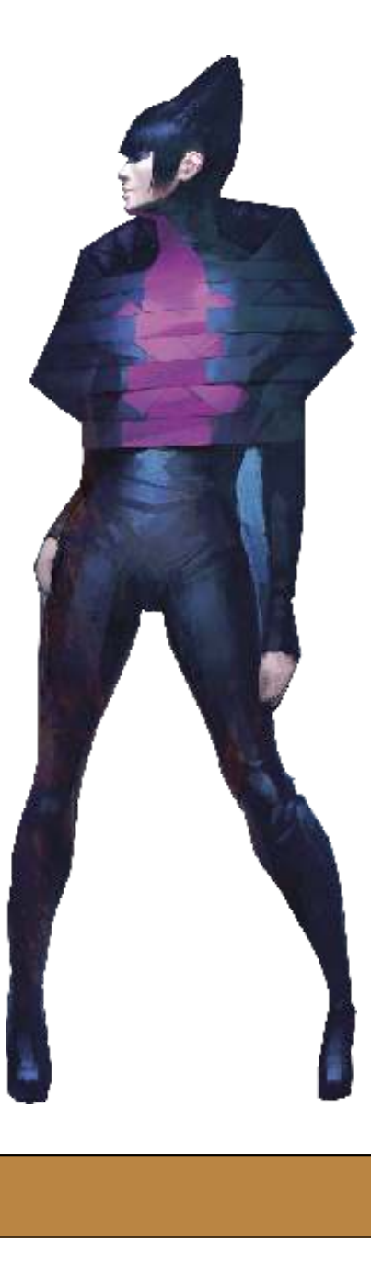
PETER CHANG

Peter Chang is a talented hacker and a member of the Cybercrimes division at Task Force 29. Prior to joining the team, Chang made a name for himself as a 'digital Robin Hood,' using his hacking skills to secretly steal fortunes from various megacorporations and redistributing the wealth to those in need. Accepting a position at TF29 rather than face jail, Chang now applies his skills toward hunting cybercriminals and terrorist hackers, which allows him to continue accessing the technology he loves.



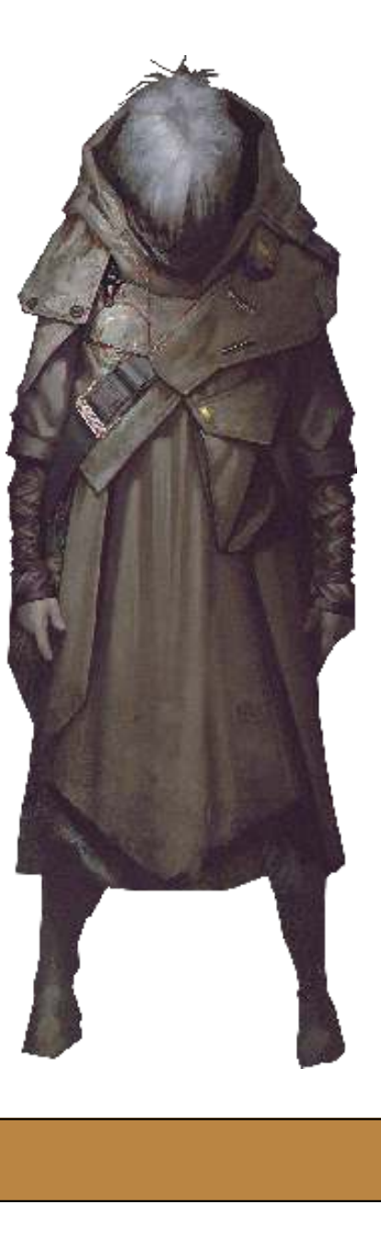
DOCTOR DELARA AUZENNE

Dr. Auzenne works for Task Force 29 as a psychologist. She evaluates operatives for signs of stress that could jeopardize their work (or their lives).



ELIZA CASSAN

Eliza is a broadcaster with Picus. She's on television practically 24 hours a day, and few people know that she is an AI. During *Deus Ex: Human Revolution*, Jensen met Eliza and discovered her secret.



ALLISON STANEK

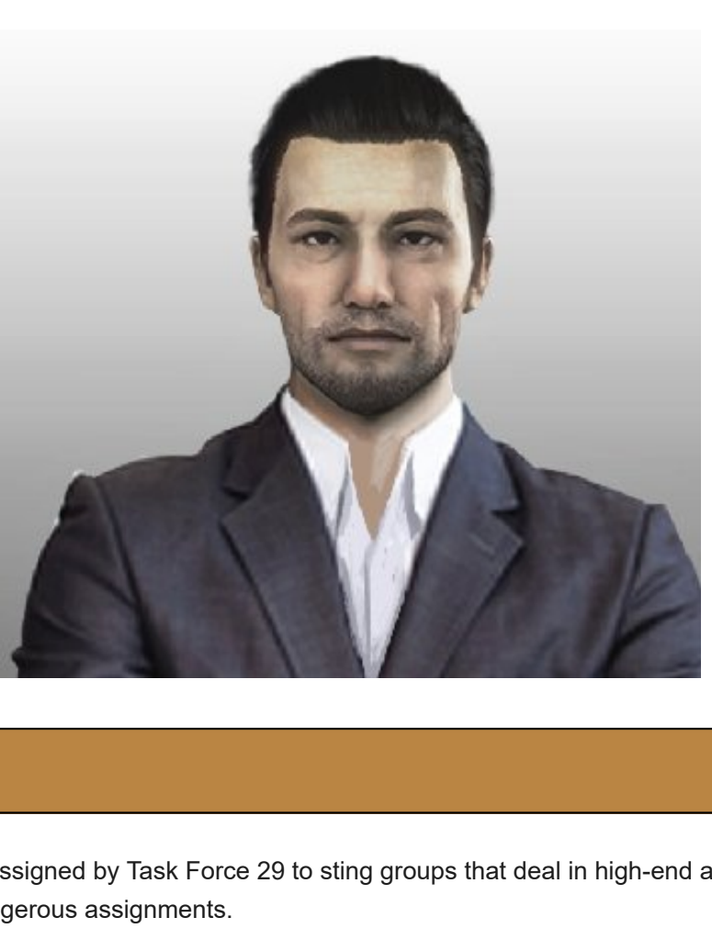
Allison was a member of the Czech Republic army, but she was horribly injured as part of her duties. Receiving life-saving augmentation, she survived. However, tragedy struck her again during "The Incident" when she experienced severe hallucinations and had a psychotic break. She currently struggles with depression, but has found solace with the members of the Church of the Machine God.

OTAR BOTKOVELI

One of the most feared men in Prague, Otar Botkoveli is the second highest figure in the Dvali's crew for that city. Otar is a Georgian who yearns for the older days of the Dvalis. As a hardliner, he thinks of crime as a business and a set of traditions. People who play into that belief get a lot farther with him than those who don't!

RADICH NIKOLADZE

The number one person for the Dvalis in Prague is Radich Nikoladze. Ruthless, young, and daring, Radich has blown through the ranks, becoming one of Europe's most feared criminals. What are this man's secrets, and who can exploit them?



ARUN SINGH

Singh is an undercover agent assigned by Task Force 29 to sting groups that deal in high-end augs and weaponry. He's got the chops to complete very dangerous assignments.

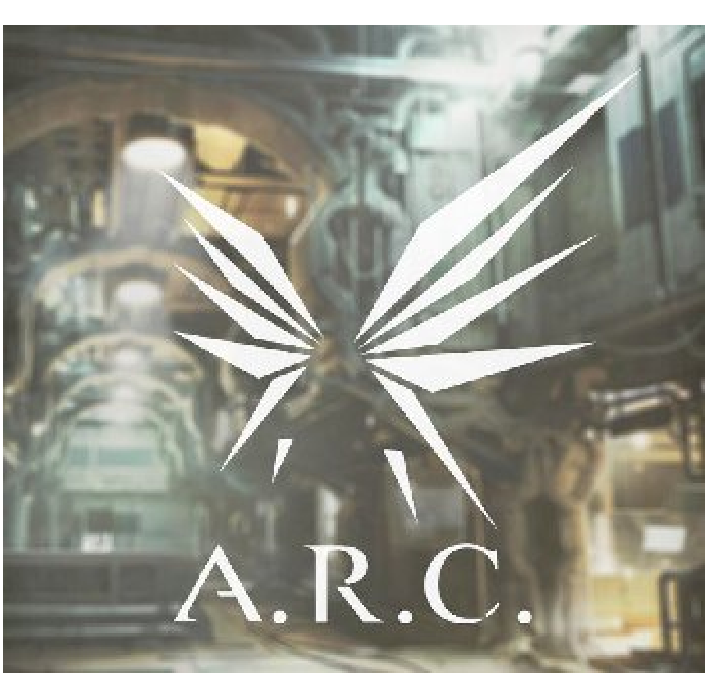
NATHANIEL BROWN

Brown is a billionaire who is trying to create a place where the augmented can live safely. He's a proponent of the "Safe Harbor Initiative" which is an attempt to get funding for more and more augmented cities, to promote peace.

JANUS

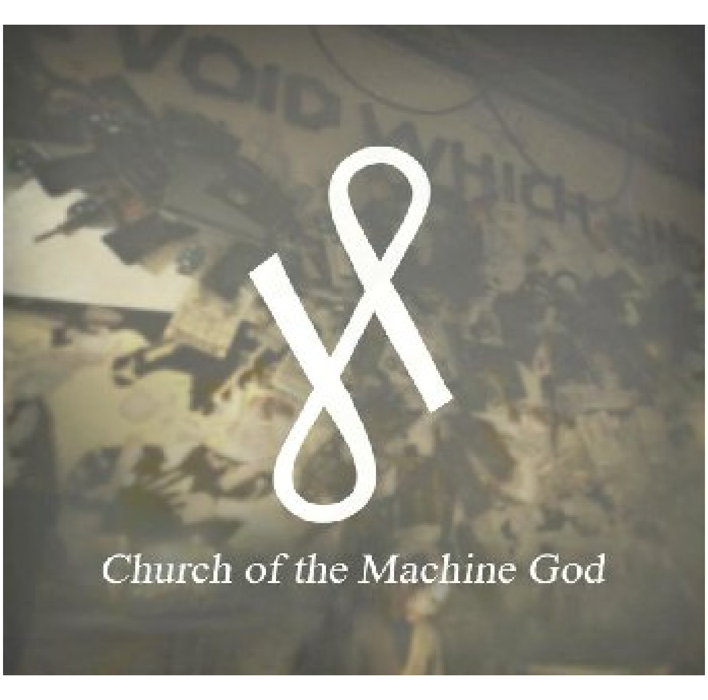
Janus is a huge figure in the hacking underground. His voice and representation appear masculine, but that's about as much as even people "in the know" can say about him. He never meets in person, and he always has way more information than he should.

Organizations



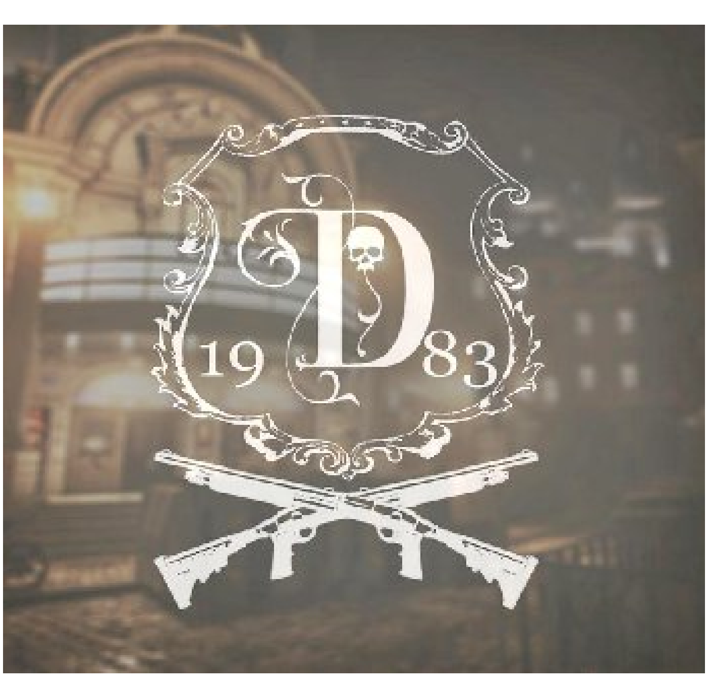
ARC (THE AUGMENTED RIGHTS COALITION)

ARC was originally a support group for Augs. It began in Europe and is still centered there, in Golem City. It's led by Talos Rucker, an idealist who is a constant advocate for Aug rights. Some people have accused ARC of supporting terrorism, though the links to that may be false or exaggerated.


Church of the Machine God

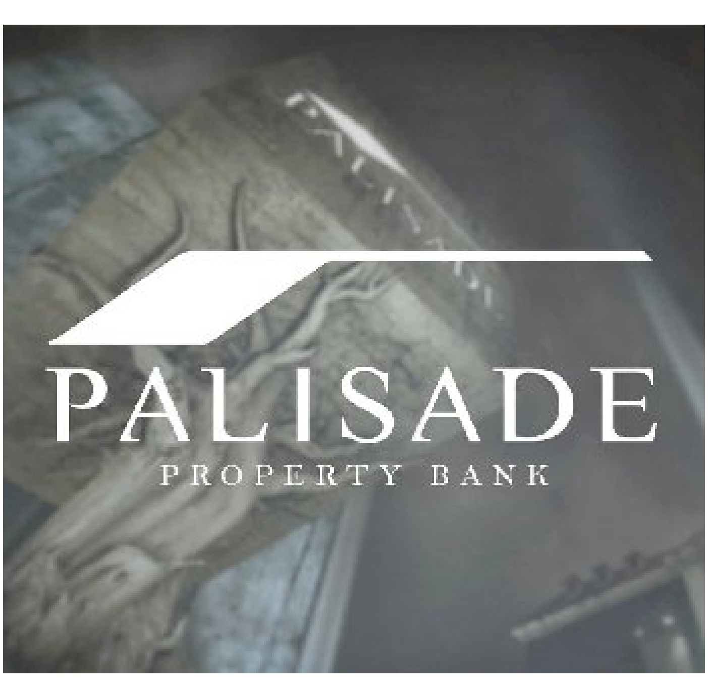
CHURCH OF THE MACHINE GOD

This group, called a cult by some, is composed of people who believe that human transcendence is close at hand. They hope to merge people together into a group consciousness in a process known as "The Singularity."



DVALI CRIME ORGANIZATION

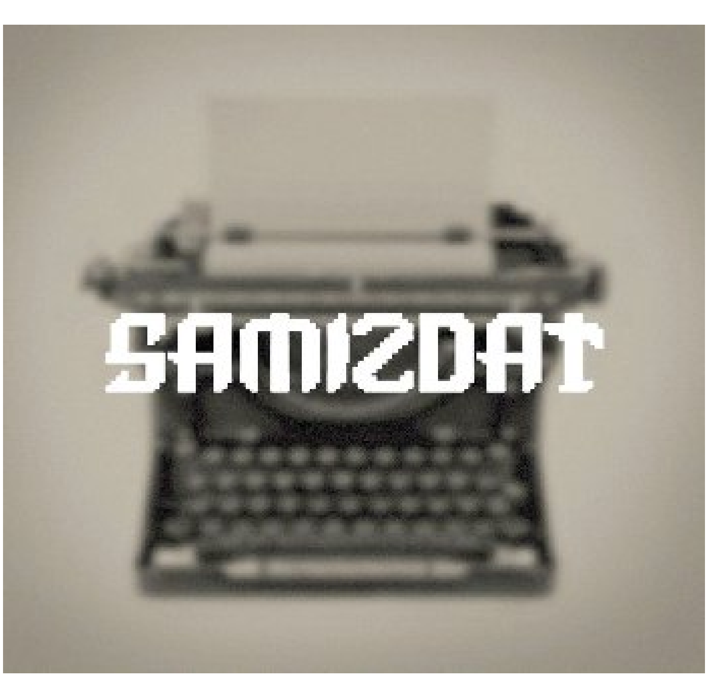
This criminal syndicate is one of the largest underground powers in Eastern Europe. They're involved with all major types of crime, and are a threat to anyone who gets in their way. Though the founding members of the group are Georgian, there have been recent inroads made by Russians who are trying to gain more prominence within the organization.



PALISADE PROPERTY BANK

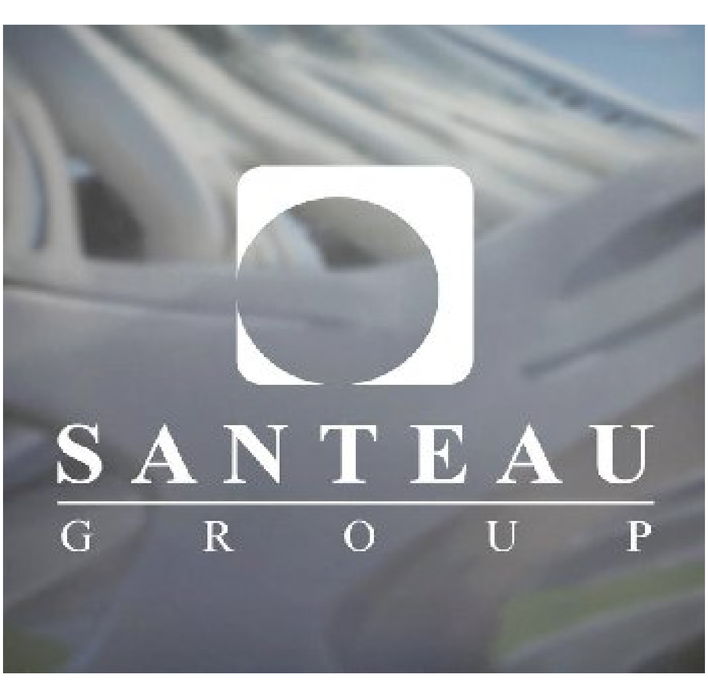
If you want to store objects or data, this corporation is the most trusted in Europe. They use technology that's on the "bleeding" edge to protect their clients, and none of their vaults is accessible to the world from outside connections.

Inside the bank, there's a storage facility called the Palisade Blades. It's supposed to be the most secure electronic space that money can buy.



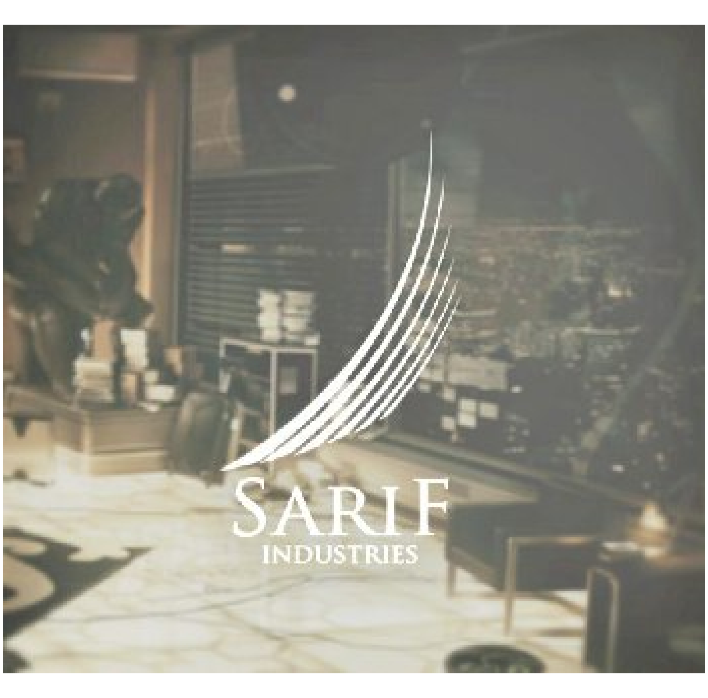
SAMIZDAT

This news organization is one of the few that isn't part of a media conglomerate. As a smaller, underground group, they're able to report on the "real" news. Samizdat does a mixture of genuine reporting and conspiracy theorizing. Their leadership is kept hidden, for perfectly sensible reasons.



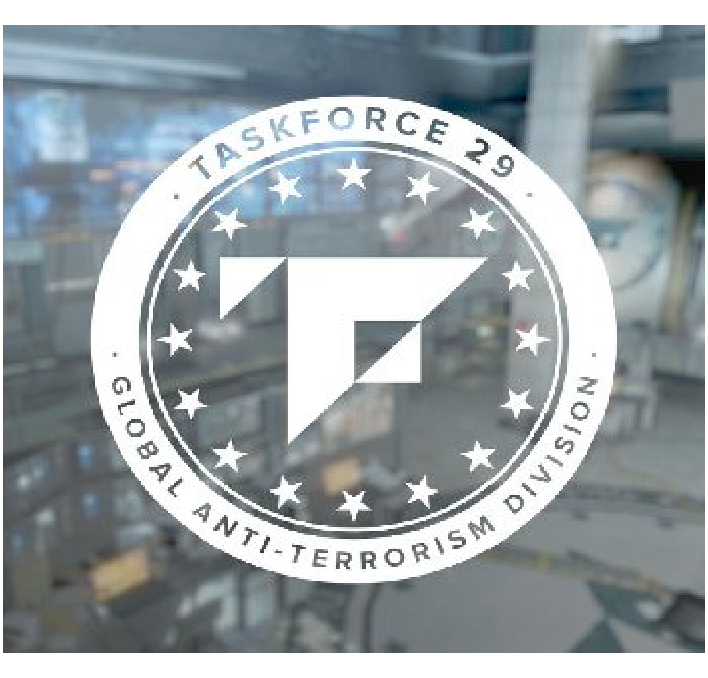
SANTEAU GROUP

A construction company of massive size; the Santeau Group deals with major infrastructure projects throughout the world. 3D printing technology has gotten easier, cheaper, and can now compete at a megascale, for projects that revise or even create new cities. That's at the heart of the Santeau Group's innovations.



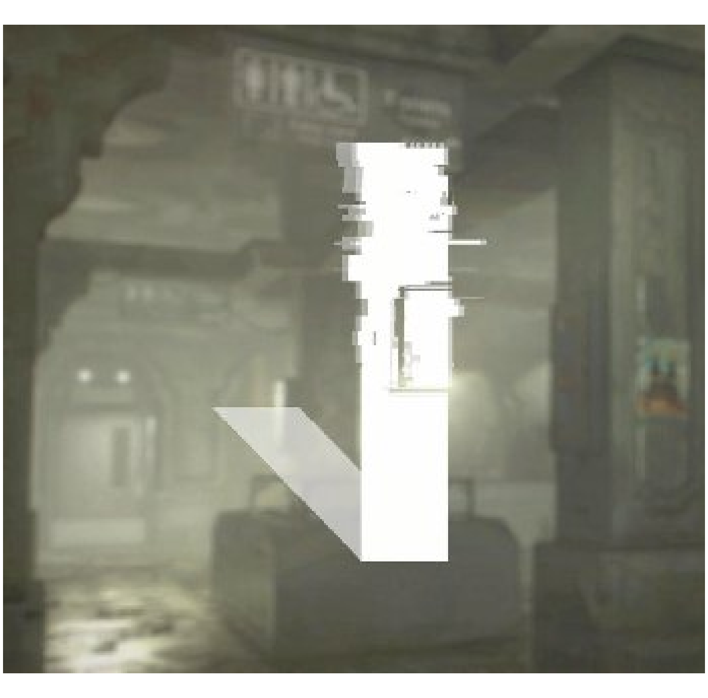
SARIF INDUSTRIES

David Sarif founded this company in North America; it was a biotechnology firm with a huge focus on new augmentations. Growing quickly, the business went quite well until "The Incident" destroyed the public's trust in augmentation. This led to a dramatic drop in value for the company, and it was bought out not long after.



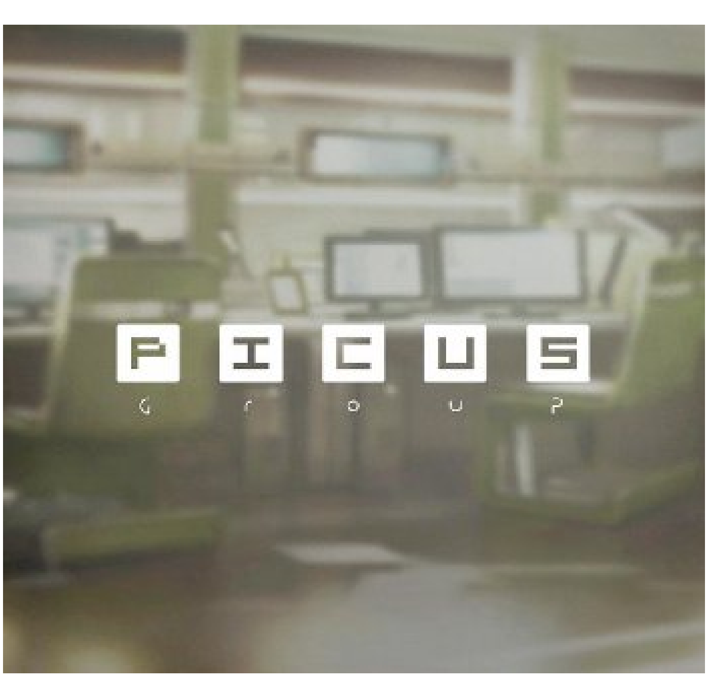
TASK FORCE 29

TF29 was founded by Interpol as a response to "The Incident." Because so many people were blindsided by this series of attacks, it was decided that a central group should investigate and counter augmented terror operations around the world.



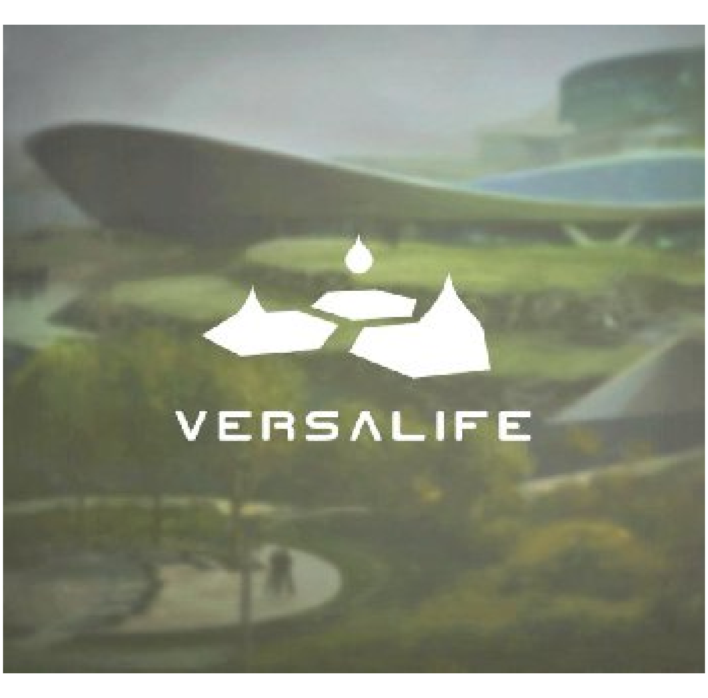
THE JUGGERNAUT COLLECTIVE

A hacker named Eli rallied people on the Darknet to band together in their hacking efforts. He wanted to expose the secrets of corporations and individuals that were working against the public interest. Eli has disappeared over time, but a new figure named Janus has risen in his stead. This loosely affiliated group of computer hackers is known as The Juggernaut Collective.



THE PICUS GROUP

This is a media conglomerate with ties to the vast majority of the world's news outfits. Local and global news broadcasts are one wing of the organization, while electronic newspapers are another side. The Picus Group influences billions of people with their presentation of modern events.



VERSALIFE

Versalife researches and develops pharmaceuticals. Their work in fighting AIDS and cancer is widely known. They're the company that produces Neuropozyne, the drug that counters rejection of augs. This has made the company untold billions of dollars in recent years.

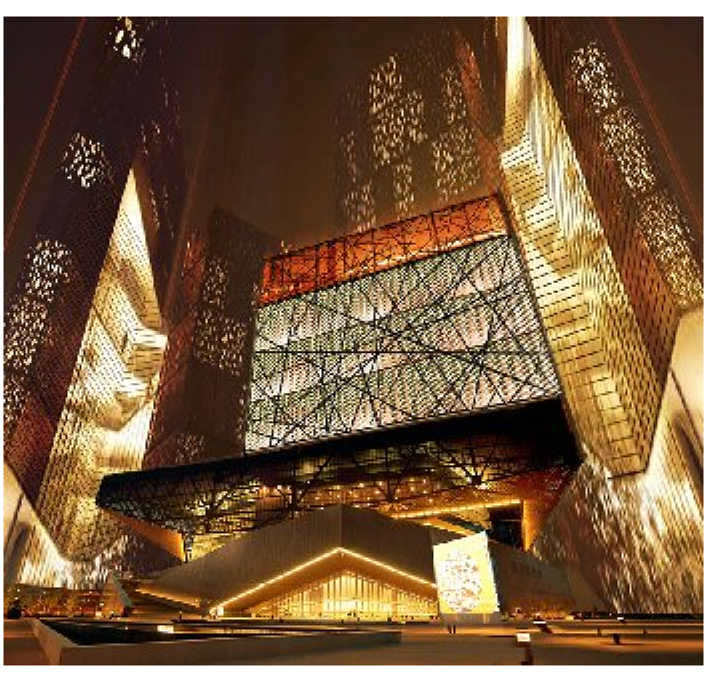
Places

DUBAI

Because of the constant construction efforts throughout Dubai, this city became a home to many augmented workers in the 2020s. However, “The Incident” hit Dubai even harder than most cities because of their higher Aug population. The city is still digging itself out from the chaos that ensued during that time.

G.A.R.M.

G.A.R.M. is a research facility in the Swiss Alps. It was intended to be a place for scientists to study glacial samples and gather geological data. However, funding cuts killed off the site in 2025. Since then, the place is supposed to have been dormant.

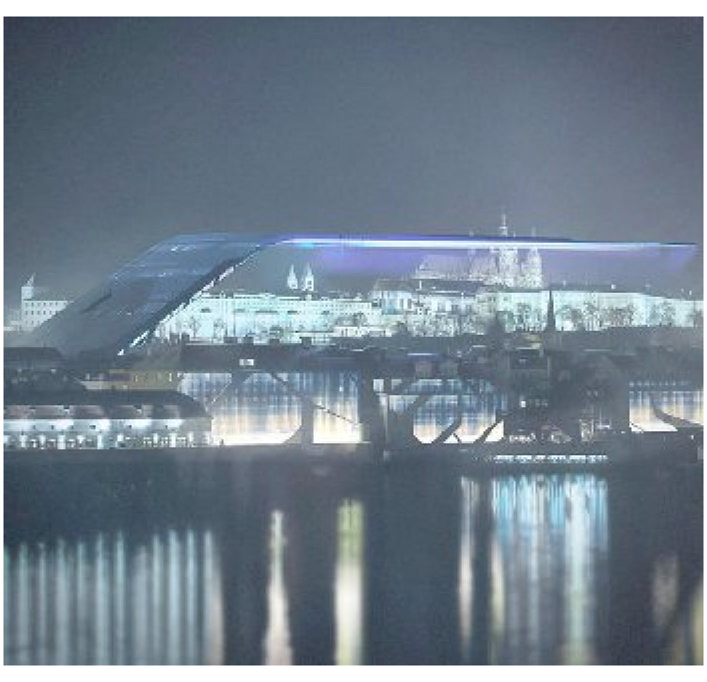


LONDON

London is where a number of powerful investors are soon to meet regarding the “Safe Harbor Initiative.” If this goes well, it might be a way for Augs to get more space and autonomy for themselves. At least, that’s what proponents of the initiative say.

PANCHAEA

Panchaea was a deep ocean installation in the arctic. Created and maintained by Augs, it was a sign of mankind’s growing control over the world. However, this was the site of “The Incident.” A signal was sent from here to wreak havoc on Augs across the globe. Many went mad, killing themselves and others in a spree of terror that they couldn’t control. This caused a savage rift between Naturals and Augs that is only getting worse to this day.



PRAGUE

Like Dubai, Prague was a city on the rise before “The Incident.” It had a major population of Augs, and took severe damage when they went insane. Not only did this damage the city’s infrastructure; it also made Prague a hotbed of anti-Aug sentiment. Separate lines, laws, and restrictions now exist for Augs throughout the city. They’re pushed around by police, and looked on with fear and disgust by many of Prague’s citizens.

RABI'AH

Rabi’ah is a proof of concept for both Nathaniel Brown and the Santeau Group; it’s a 3D printed city that uses fully sustainable energy generation and distribution. It’s the way of the future. Assuming that Rabi’ah succeeds, it will be the template for dozens of new cities in the coming years.

ÚTULEK
COMPLEX

THE UTULEK COMPLEX (AKA “GOLEM CITY”)

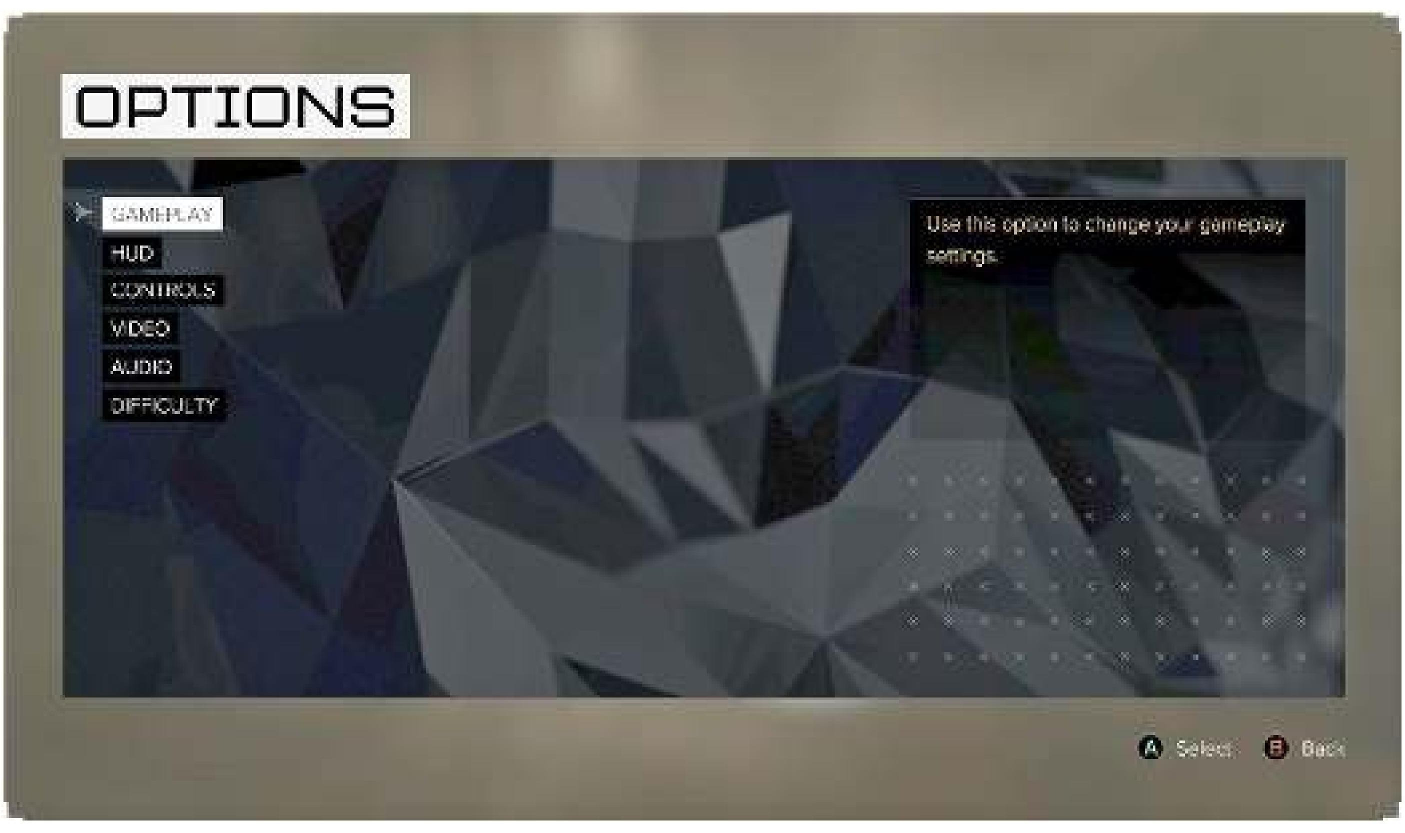
This complex was constructed during the 2020s to house immigrant Aug workers who were coming into Prague. After “The Incident” this temporary housing area was made permanent. Many Augs were even exiled into the area, called Golem City by the locals. Police presence here is extremely high, and the residents are used to beatings, extortion, and even murder.

Controls

Overview

The game's controls, options, and menus are all important for getting the most out of the experience. If you're returning from *Deus Ex: Human Revolution*, you can probably skip ahead. But if you want a refresher or if you're new to the series, read this chapter thoroughly.

Before we get into the game's controls, we should talk about the options that you have available. After loading the game, go into the Options menu from the main page. From there, you can do several things.



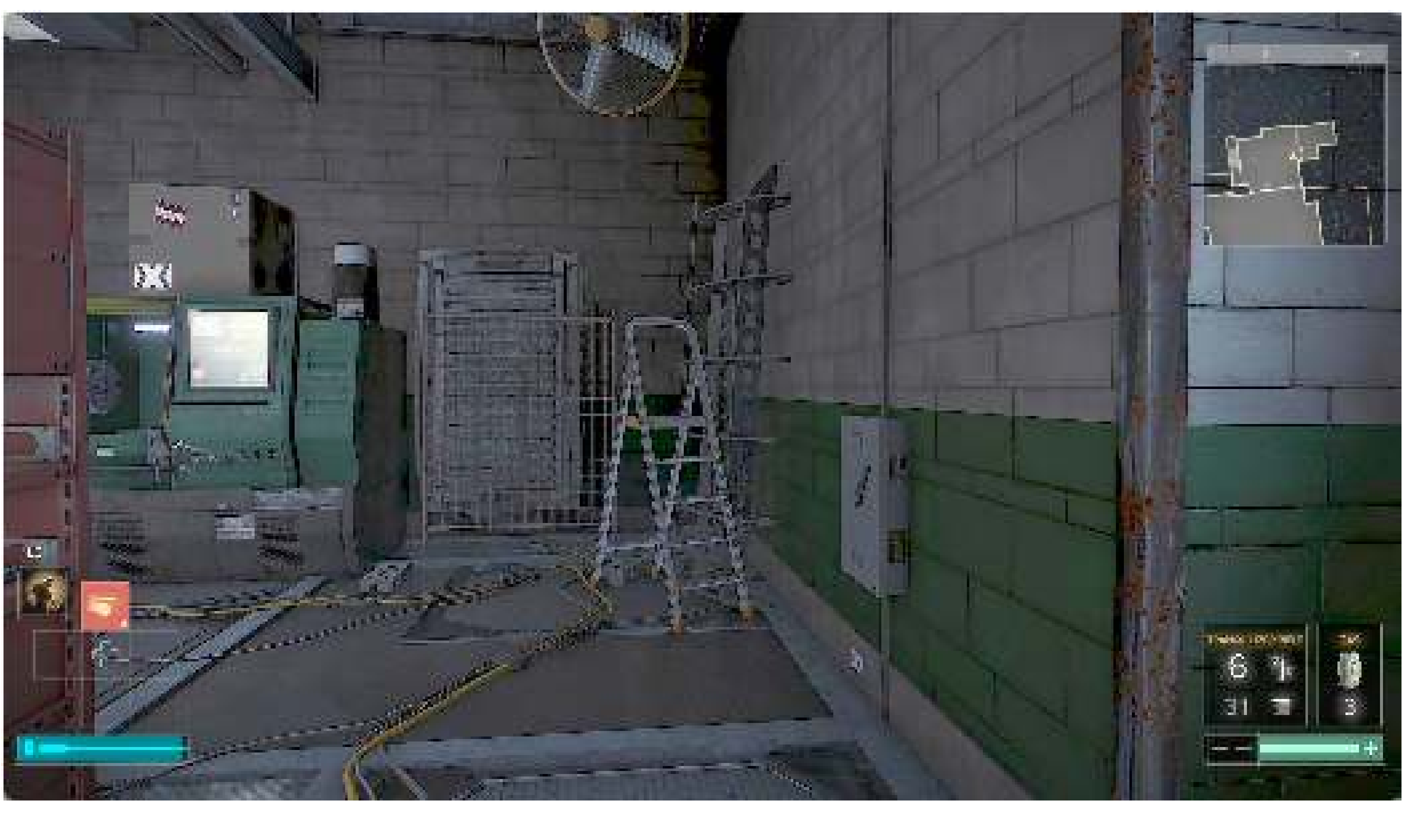
OPTIONS
GAMEPLAY
HUD
CONTROLS
VIDEO
AUDIO
DIFFICULTY
A Select
B Back

Use this option to change your gameplay settings.

GAMEPLAY OPTIONS

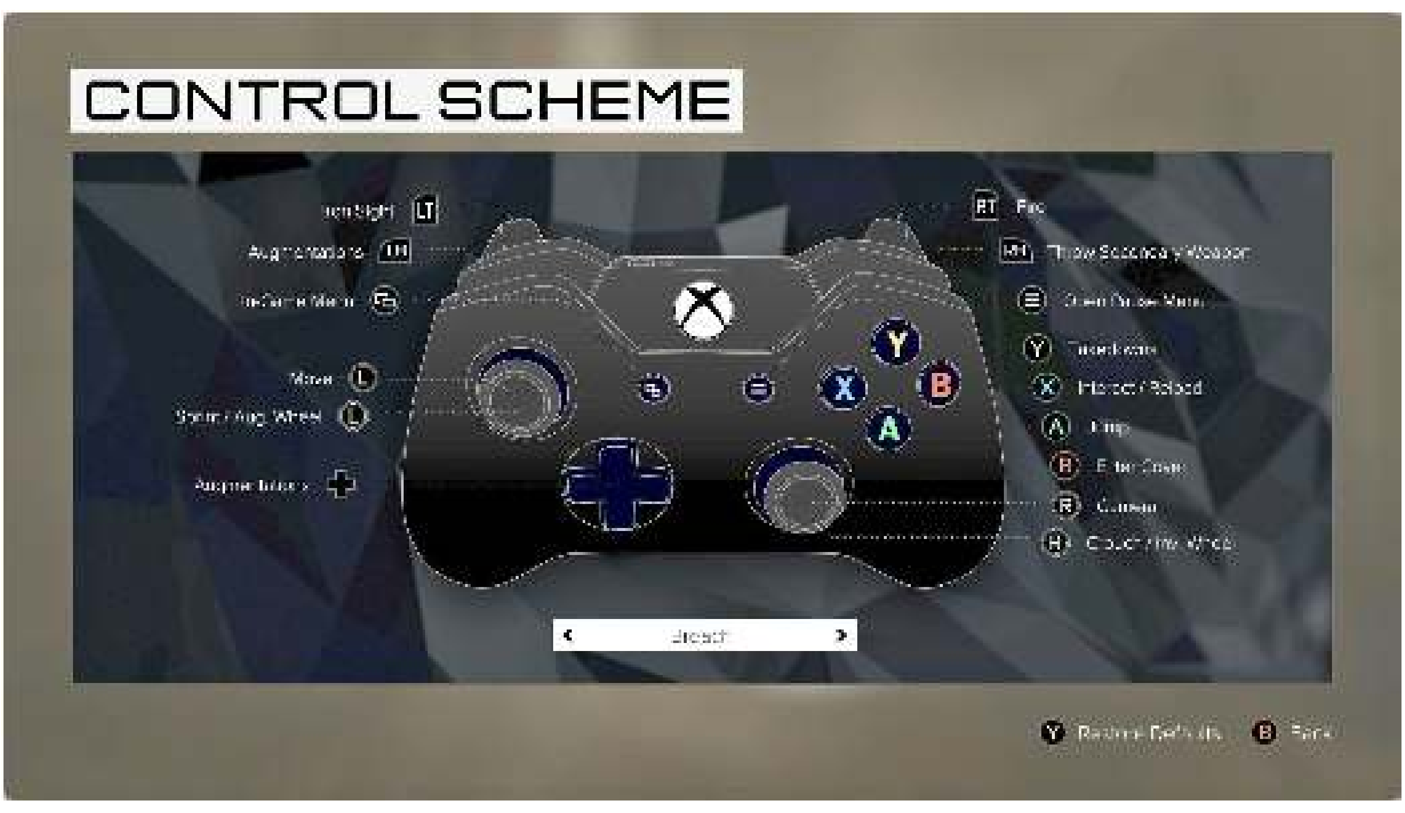
Aim Assist should be left on for the majority of players. It's a major boost to your combat abilities, and it helps to compensate for the slower aiming of a controller. Automatic Inventory Management is also great, because you eventually fill up on items and don't want to have to constantly shift things around to make the most room.

HUD



The HUD (heads-up display) options control which game elements appear onscreen, including prompts and the size of the heads-up display itself. The defaults here give you the most information possible. Experienced players who want a more cinematic experience can afford to turn many of these things off. It makes the game look even cooler, but it's harder to play without said prompts.

CONTROLS



CONTROL SCHEME
Iron Sight LT
Augmentations LB
In-Game Menu
Move L
Sprint / Aug. Wheel L
Augmentations
RT Fire
RB Throw Secondary Weapon
Open Pause Menu
Y Takedown
X Interact / Reload
A Jump
B Enter Cover
R Camera
R Crouch / Inv. Wheel
Breach
Y Restore Defaults
B Back

This is one of the most important things to investigate. The Control Scheme lets you remap the buttons into a variety of configurations. Find the system that makes the most sense for you, because it makes the game feel more enjoyable and intuitive.

This is also where you go to change the sensitivity of your X and Y axis. If you find movement too slow or awkward, raise the sensitivity here. If you find aiming troublesome, bring the sensitivity a bit down instead. The happy middle ground is what you should shoot for. When in doubt, leave the settings a tad higher and let Aim Assist do the heavy lifting. The faster you can get your reticle close to a target, the sooner you can aim down your sights, let Auto Aim lock on, and kill your target.

VIDEO AND AUDIO

Set these options however you want, to match your preferences.

LANGUAGE

The spoken voice and text for the game come in many languages. Check to see if your native language is there!

The Main Menu

There are many choices from the Main menu beyond Options.

STORY

Talos Rucker

The leader of the Augmented Rights Coalition began his career by studying medicine in Stuttgart, Germany. In 2014, he lost his wife and nearly died himself while attempting to treat disaster victims in Argentina. Forced to receive life-saving augmentations, he soon began caring exclusively for the mechanically-enhanced. Now a vocal pro-Aug advocate, the peace-loving doctor finds himself desperately fighting to preserve their rights in an increasingly anti-Aug world.

TIP: Emails can tell you a lot about people, including their passwords.

This takes you into the main game. You select this for a new game or to continue one that you've already started. Difficulty is determined at the beginning of your run, so choose something that makes sense for your skill level. "Give Me a Challenge" is the best place for most players to start.

Later, you unlock "I Never Asked for This." This is an ironman mode that forces you to start over whenever you die. That's a serious challenge!

BREACH

INFILTRATION RESULTS
RIPPER LEVEL UP
LVL 2
CREDITS RECEIVED +4500
LVL 02
LVL 03
REWARDS
+1 PRAXIS
+50 GB SYSTEM MEMORY POOL
Ok

Breach is an entirely different game. You play as a type of hacker (called Rippers), and you're trying to steal data from the Palisade Blades. It's more self contained than the main game, and you can compete with other players from around the world.

JENSEN'S STORIES

This is the place for pre-order bonuses and some DLC. If you have any of these items unlocked, come here and play through some peripheral scenarios.

EXTRAS

Videos about this game and the last one in the series are stored here. If you want to explore these elements, click on them and see what there is to see. You won't spoil anything about the game ahead (though it does spoil many elements from *Deus Ex: Human Revolution*). If you haven't played that yet, you might want to go back and do that before going into this game anyway!

SHOP

Enter the Shop when you want to purchase more of Jensen's Stories, or extra Gear for your character.

SQUARE ENIX

Get your free membership to check into all sorts of content about this game and others that are published by Square Enix.

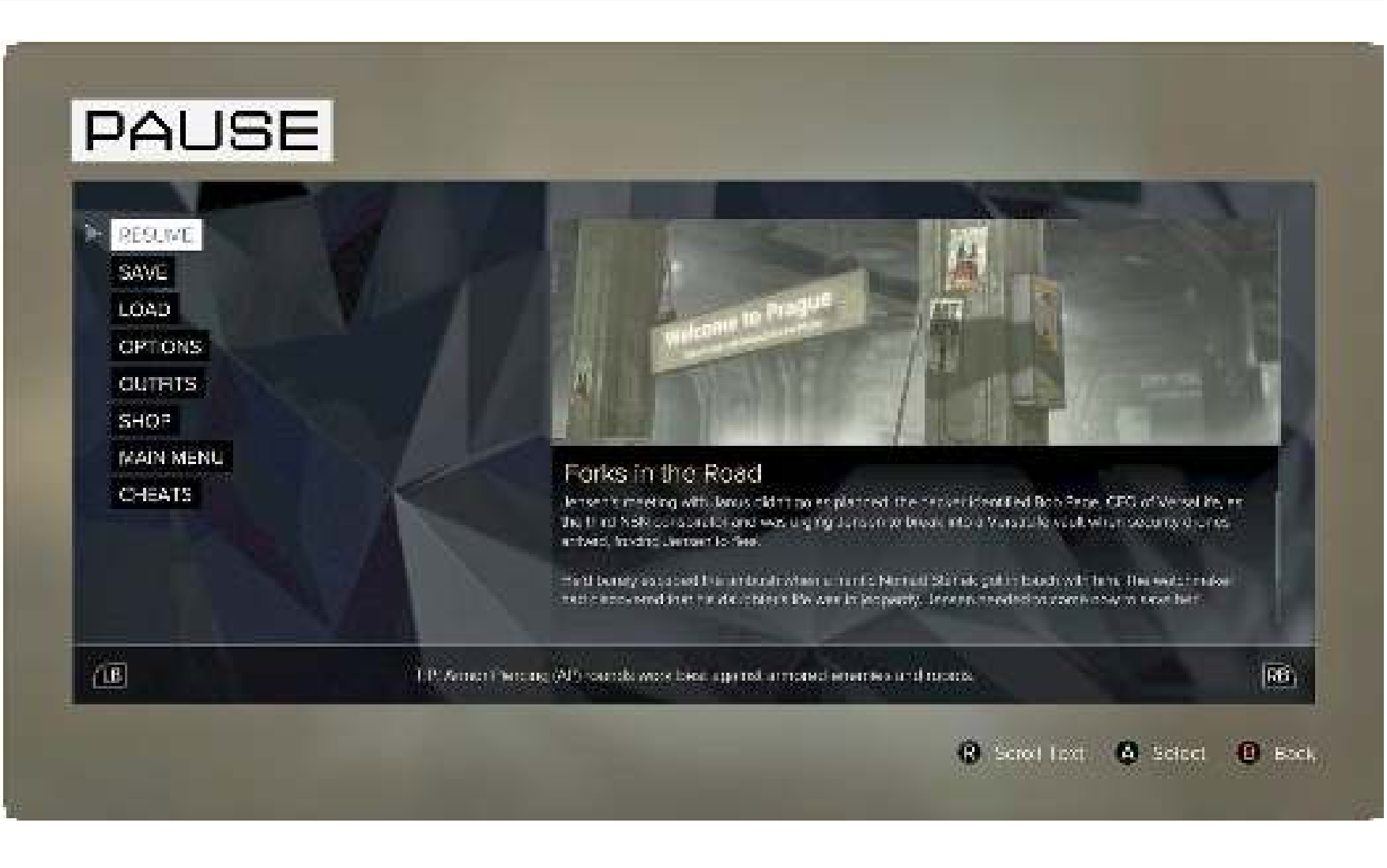
DEUS EX
MANKIND DIVIDED™

Controls

THE CALIBRATOR
Neuroplasticity Calibrator

The game's controls are pretty intuitive, so it won't take too long to get used to the system. We'll go over the gritty details of the gameplay elements in the next chapter. Here, we just talk about the basic controls and what each one does.

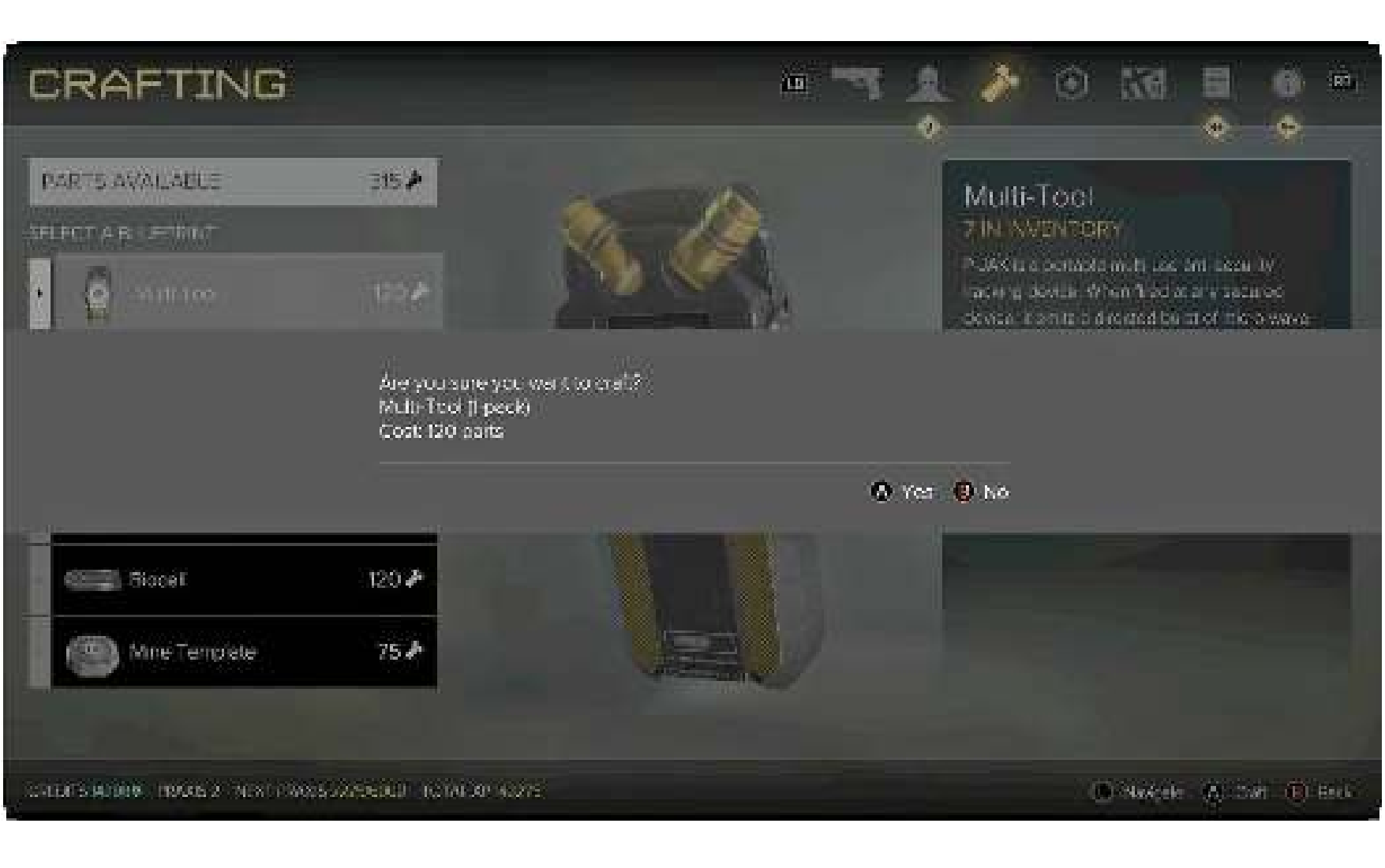
PAUSE MENU


PAUSE
RESUME
SAVE
LOAD
OPTIONS
OUTFITS
SHOP
MAIN MENU
CHEATS
Forks in the Road
Scroll Text
Select
Back

Press Start/Options to pause the game in any of the major modes. This stops the action and lets you rest your eyes, go AFK, etc. This is also where you save your game, reload, and switch outfits for Jensen.

Here, you can also cycle through a variety of tips at the bottom of the screen.

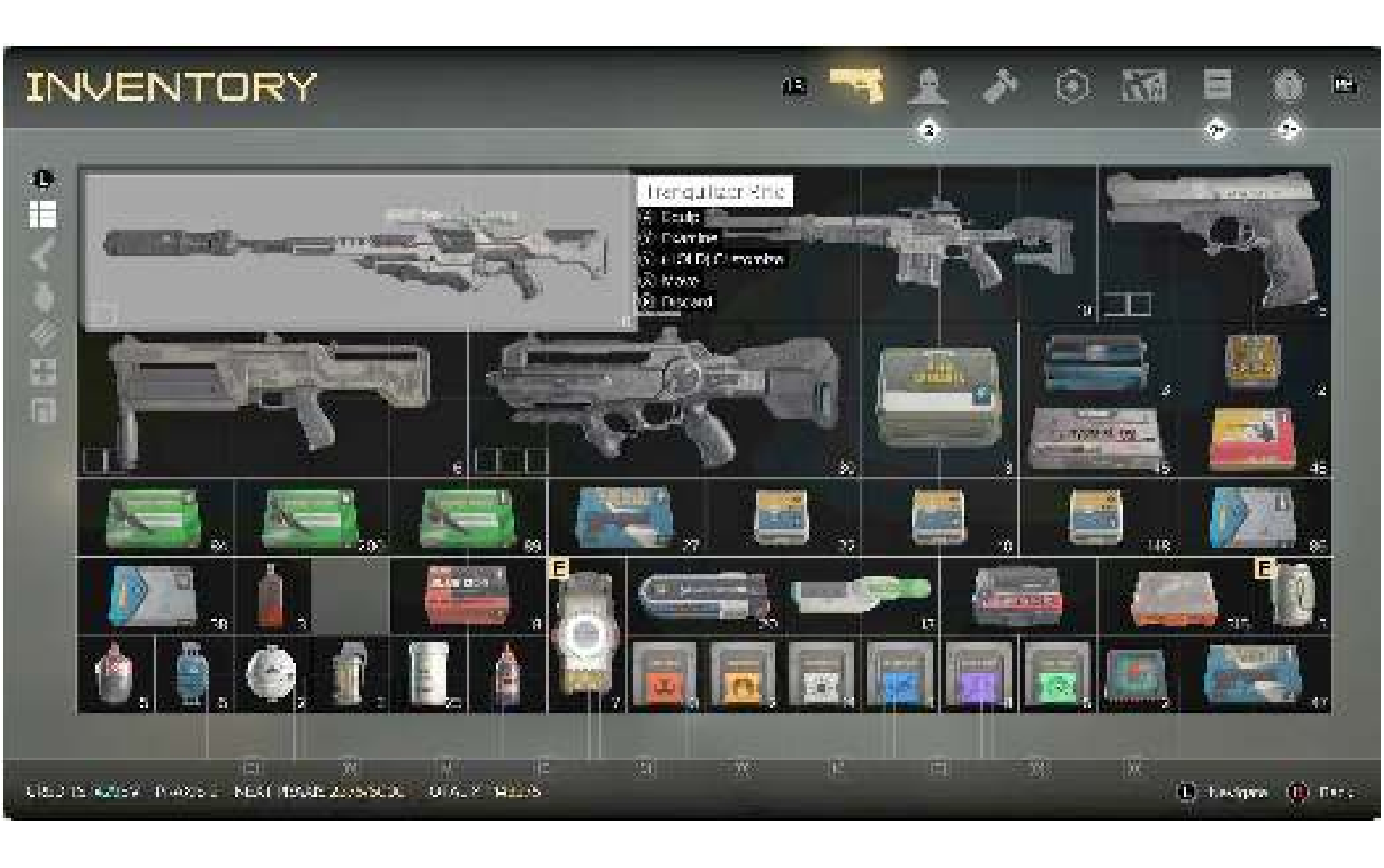
IN-GAME MENUS


CRAFTING
PARTS AVAILABLE 315
SELECT A BLUEPRINT
Multi-Tool 120
Biocell 120
Mine Template 75
Multi-Tool
7 IN INVENTORY
Yes
No

Are you sure you want to craft?
Multi-Tool (1-pack)
Cost: 120 parts

When you're in the game's main modes, press Back/Select to pause the game and enter the menus. The shoulder buttons cycle between these. From left to right, you go through Inventory, Augmentations, Crafting, Objectives, The Map, Database, and Guide.

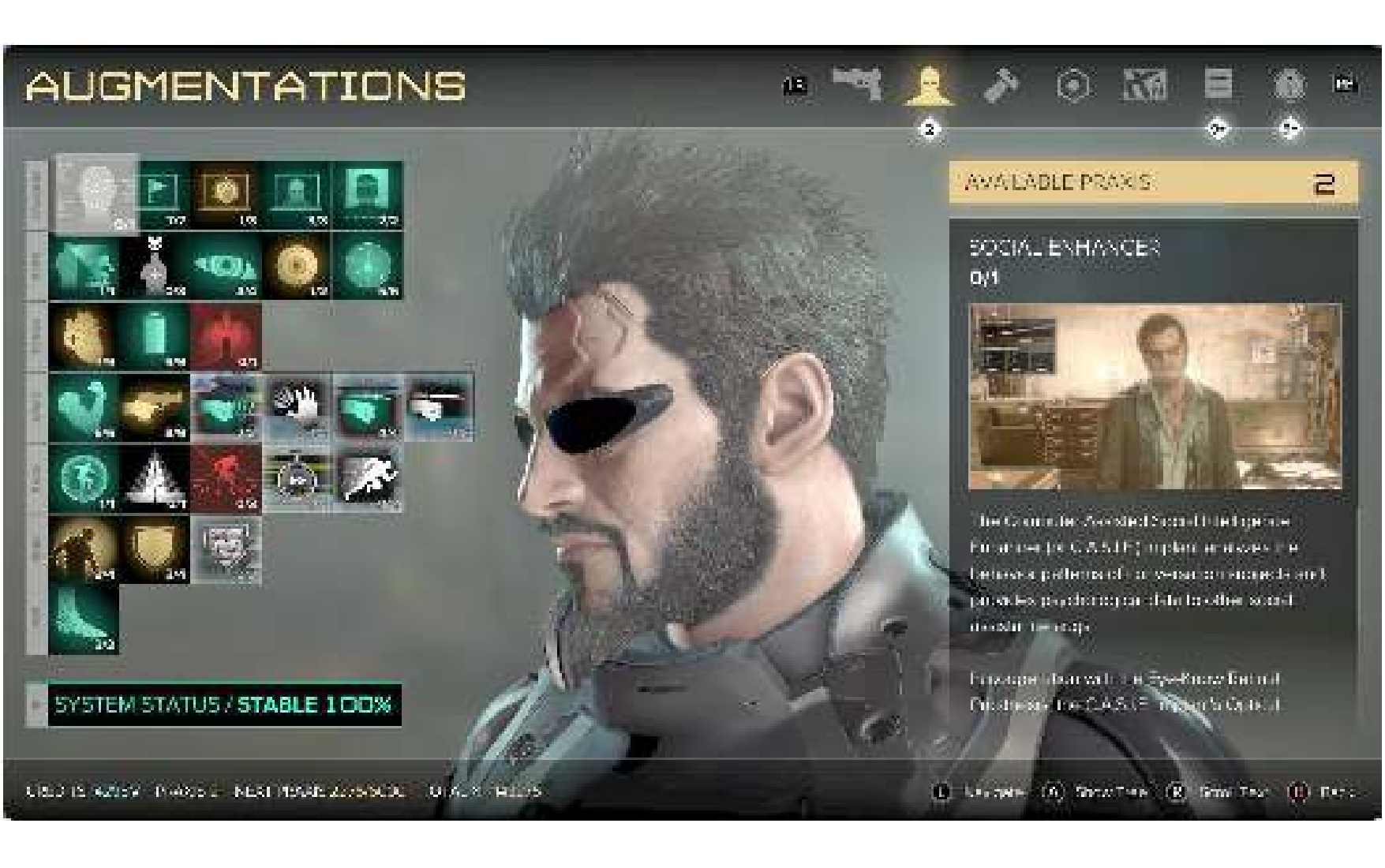
INVENTORY


INVENTORY
Tranquilizer Rifle
Equip
Examine
Drop
Discard

Come here to switch equipment, examine items, use medical equipment, upgrade weapons, etc. Highlight items in your Inventory to see the options that are available for that piece of gear. If you have enough Crafting Parts, examine a weapon and then upgrade the piece to have superior stats.

If you run out of room, select an item and drop it (by clicking the Right Control Stick).

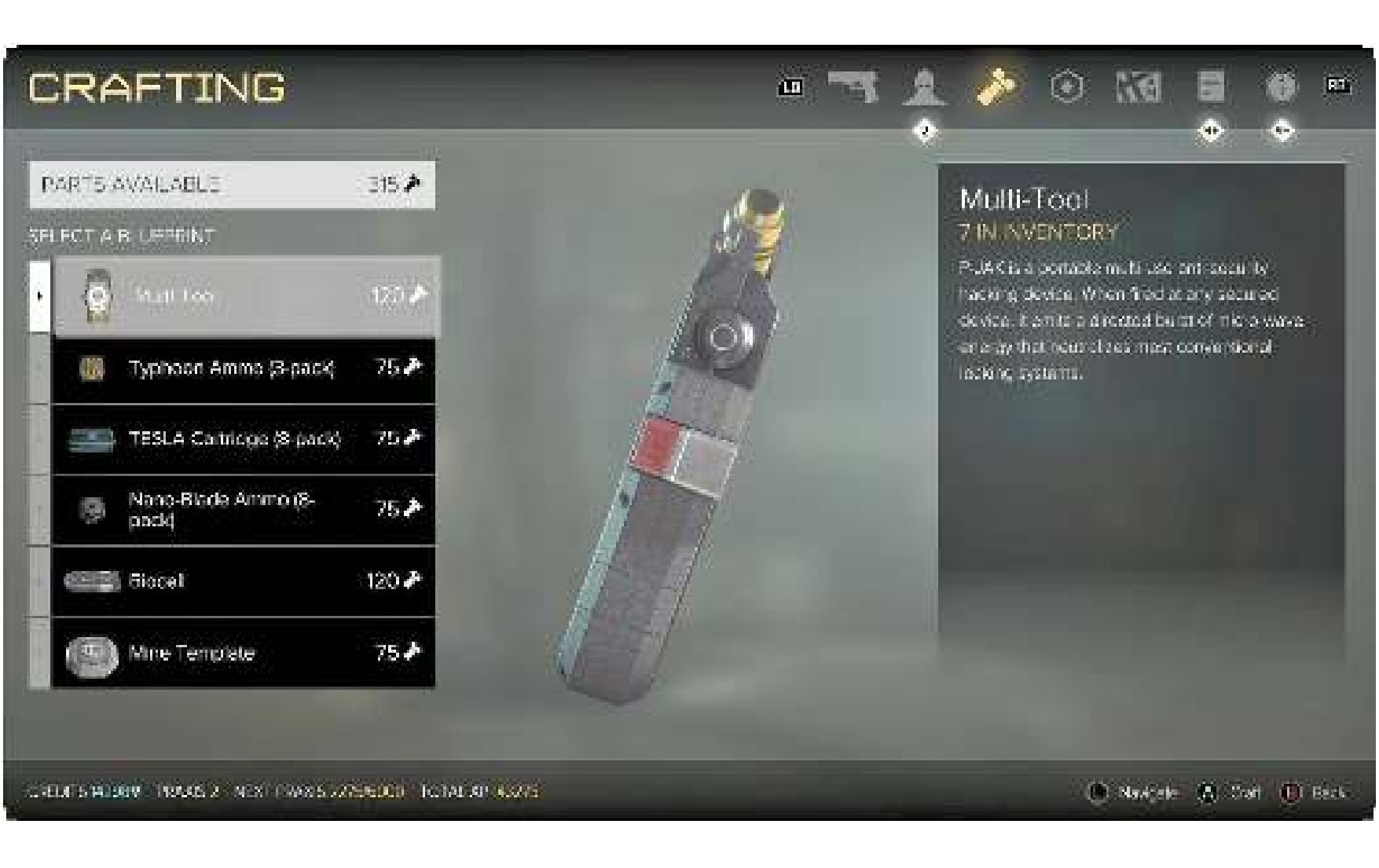
AUGMENTATIONS


AUGMENTATIONS
AVAILABLE PRAXIS 2
SOCIAL ENHANCER
0/1
SYSTEM STATUS / STABLE 100%

You accrue Praxis as you gain levels. This lets you unlock more and more augmentations (the special abilities and passive bonuses of the game). They're all great and help Jensen get better at various elements of gameplay. Check out our Augmentations chapter to learn about all of them.

From this screen, you get to see how much Praxis you have to spend, and can then examine various augmentations to decide if they're worth the investment. All purchases are final, so don't grab anything until you're sure of what you want. Or, save your game and then load it back up if you try a new augmentation and aren't happy with the results.

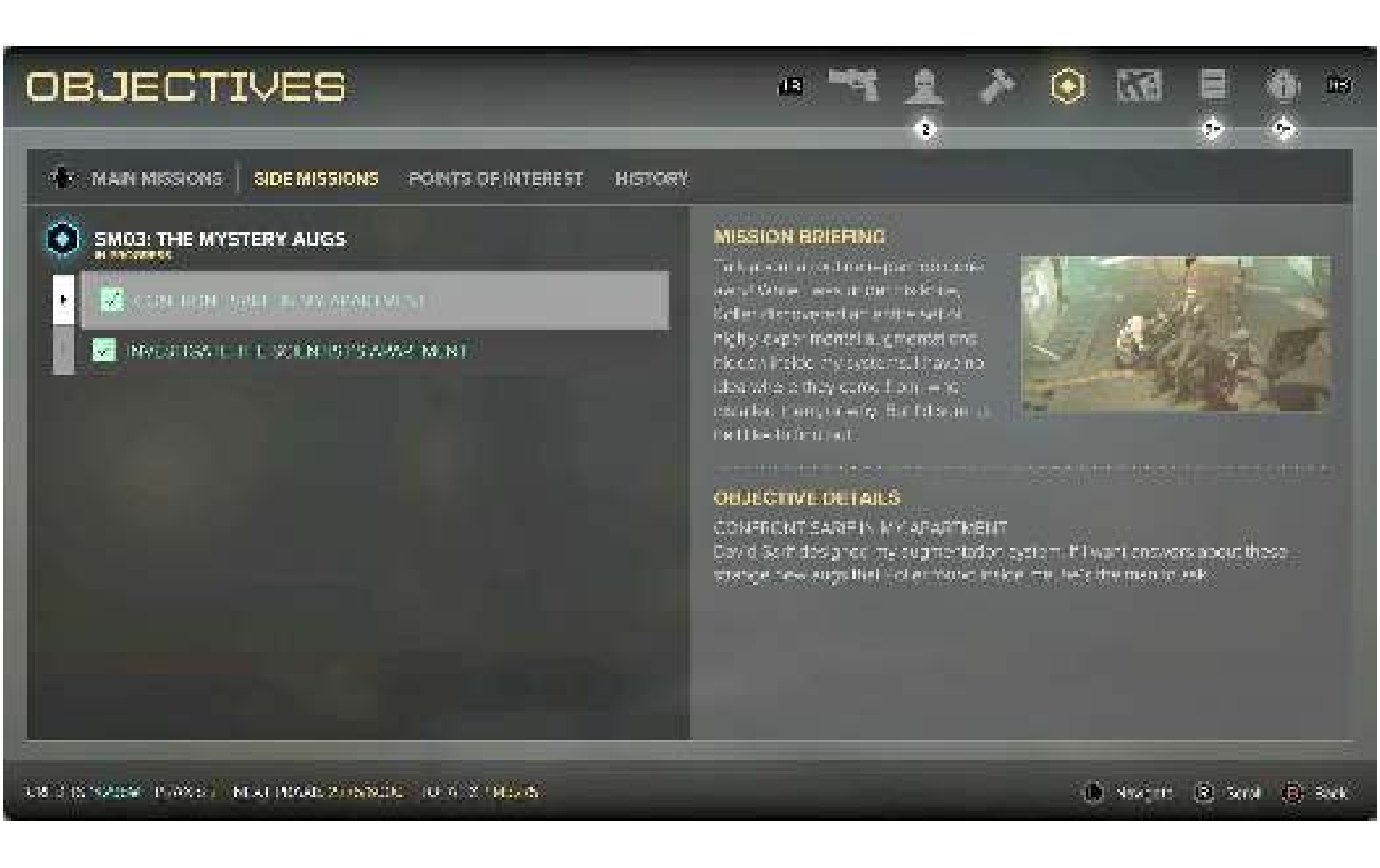
CRAFTING


CRAFTING
PARTS AVAILABLE 315
SELECT A BLUEPRINT
Multi-Tool 120
Typhoon Ammo (3-pack) 75
TESLA Cartridge (3-pack) 75
Nano-Blade Ammo (8-pack) 75
Biocell 120
Mine Template 75
Multi-Tool
7 IN INVENTORY

Crafting parts are found all over the world. They're either used to upgrade your weapons or to craft equipment from this screen. We usually suggest that you save the parts for weapon upgrades, but if you're desperate this is the place to go for Multi-Tools, Typhoon Ammo, Tesla Ammo, Nano Blades, Biocells, and Mines.

Crafting parts can be purchased or discovered. The stores in Prague frequently have access to these items, allowing you to stock up and upgrade quite readily when you have some spare cash.

OBJECTIVES


OBJECTIVES
MAIN MISSIONS
SIDE MISSIONS
POINTS OF INTEREST
HISTORY
SM03: THE MYSTERY AUGS
MISSION BRIEFING
OBJECTIVE DETAILS

Track your progress through main missions, side missions, and points of interest. Your HUD can follow only one of these at a time, so come to this sub-menu whenever you want to switch to something else.

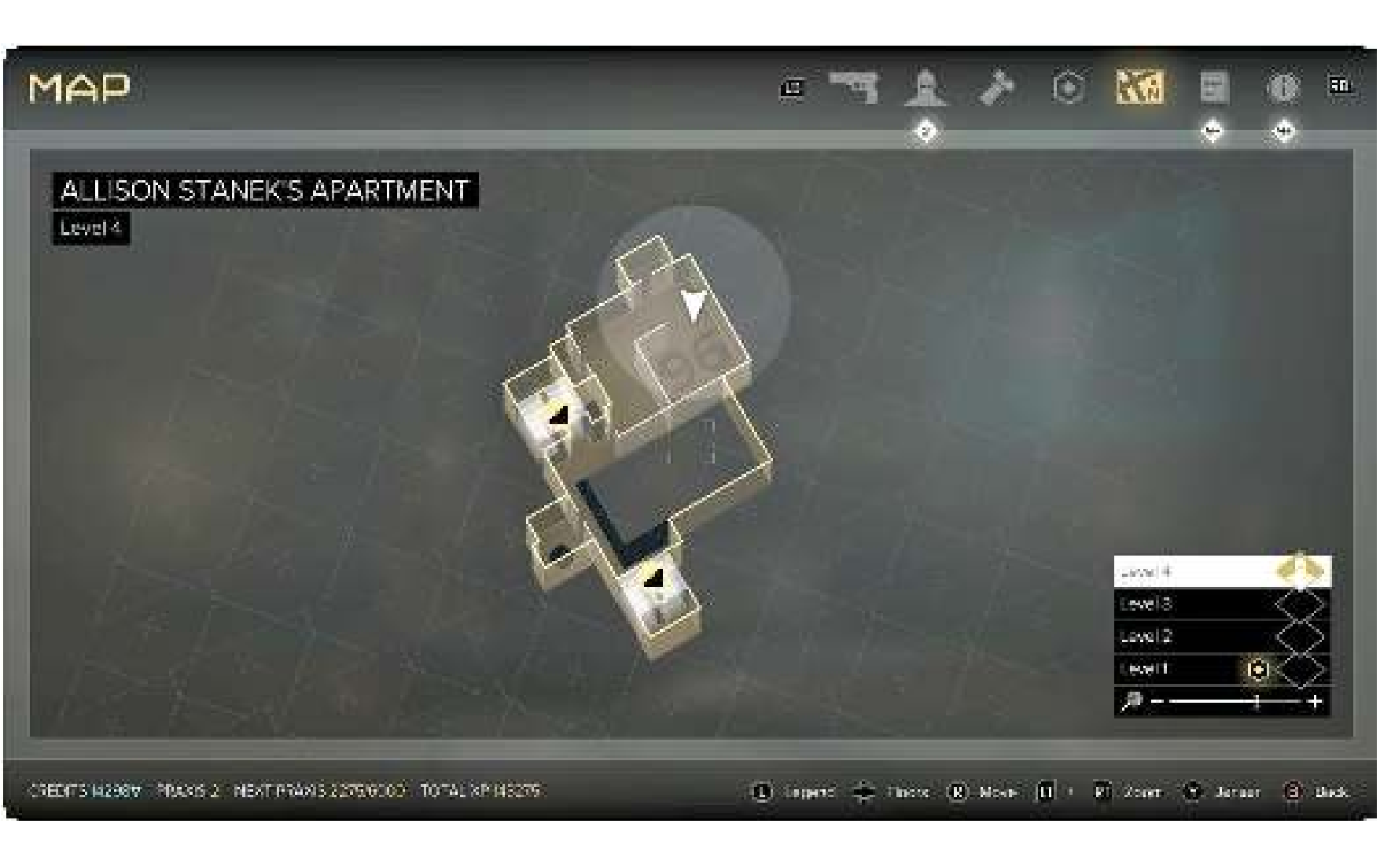
Main missions take you through the story in a fairly linear progression (sometimes you have two at once that you can do in any order).

Side missions are always optional, but they also develop the world and its characters. They're also very good for your XP, leading to more Praxis!

Points of interest (POIs) either lead to side missions or are a way to lure you toward hidden areas of the world. They earn you XP, as well, and it doesn't take much time to explore them.

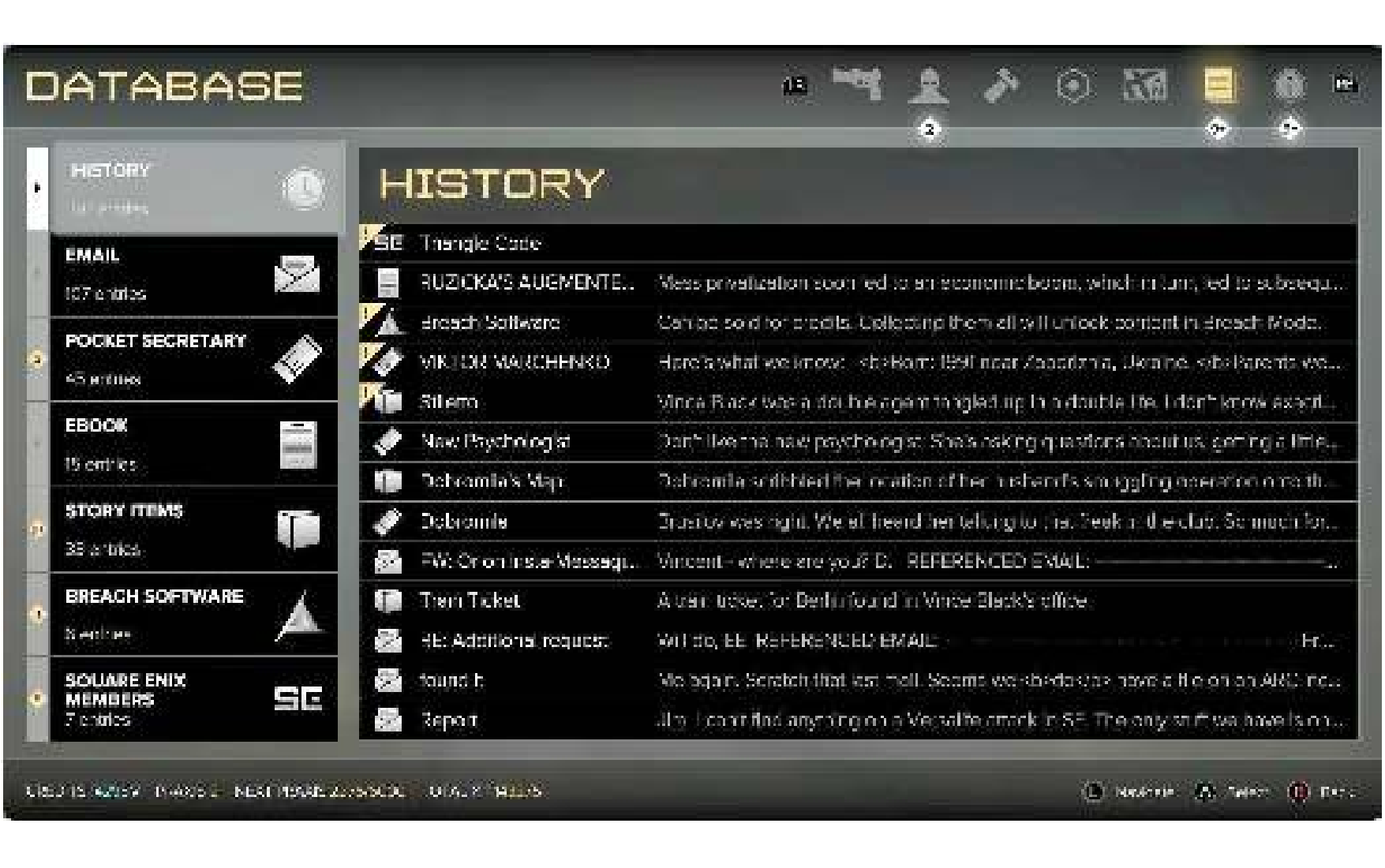
In general, you should pursue side missions and POIs as soon as they come up. That way, you won't miss your chance to finish them. Main missions never expire, but these other story elements do if you wait until you're too far into the game.

MAP


MAP
ALLISON STANEK'S APARTMENT
Level 4
Level 3
Level 2
Level 1

Your HUD shows a minimap that is very useful, but sometimes you want to see the levels above and below your character. The map here lets you scroll around and see everything in your current region. It's immensely useful if you get lost, are curious what's coming up, or just want to get your bearings while the game is paused.

DATABASE AND GUIDE


DATABASE
HISTORY
EMAIL
POCKET SECRETARY
EBOOK
STORY ITEMS
BREACH SOFTWARE
SQUARE ENIX MEMBERS
HISTORY
Triangle Code
RUZICKA'S AUGMENTE...
Breach Software
VIKTOR MARCHENKO
Sitemo
New Psychologist
Dobromila's Map
Dobromila
Train Ticket
RE: Additional request
found it
Report

These screens let you go back through almost everything you've found in the game: tutorials, email, ebooks, story items, etc. If you forget how anything works, jump right back here and take a look at it.

MOVEMENT

Use the Left Stick to control character movement. It's a very standard control and should be immediately intuitive for most players. Move left or right to strafe, press down to back up, or up to move forward. Super simple.

SPRINTING

Sprinting gets your character to rush. You make way more noise and are unable to fire a weapon until you stop sprinting, though, which takes a moment. Turning too aggressively or bumping into objects causes Jensen to stop sprinting, but you can also pull back on the movement stick or attempt to fire. These also stop your sprint.

AUGMENTATION WHEEL

Open this menu to control which augmentations are ready to be used by your character. You have five slots to assign, so only five active augmentations can be equipped at the same time. However, you can swap these out at your leisure, so there isn't a penalty or limitation on how many augmentations you should purchase.

CAMERA CONTROL

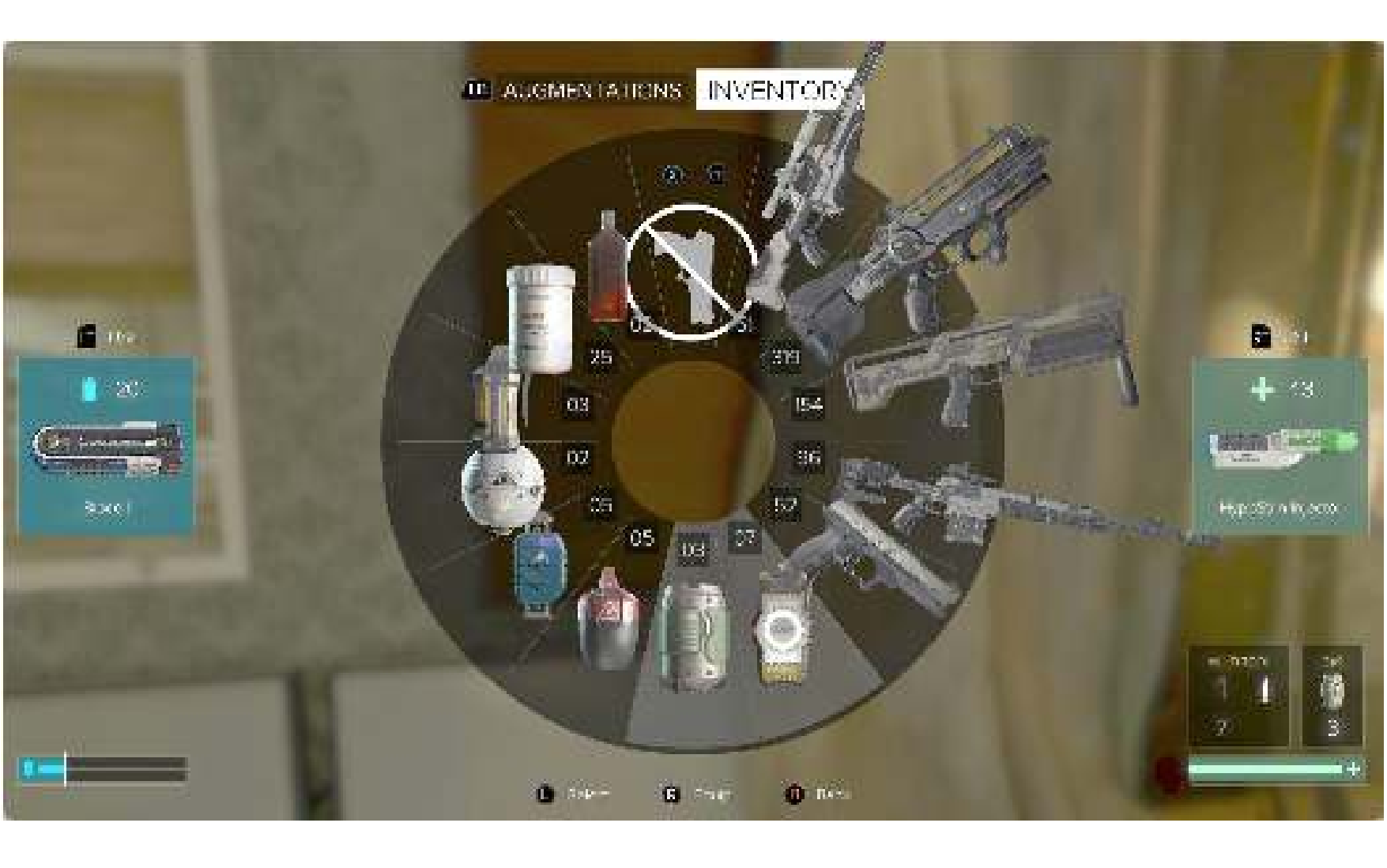
Use the Right Stick to look around. This is especially useful when you're taking cover and want to change the field of view to see more of the room around Jensen.

It's also the primary way to aim your weapons. Change the position of your reticle (in the center of the screen). Position it so that you're aiming at your enemy's head and then fire your weapons. Headshots are usually the best way to finish off enemies that you're trying to kill.

CROUCHING

Crouch to stop your character from making noise during movement. Enemies won't hear you even if you're moving right next to them. They can still see you, so stay behind your targets as you sneak up for a Takedown!

INVENTORY WHEEL


AUGMENTATIONS
INVENTORY

Open the Inventory Wheel to use Biocells (for energy), Hypostims (for health), or a full range of tools. This is also a fast way to shift your primary and secondary weapons.

JUMPING

Jump to ascend vertically through shafts, reach the edge of ledges above you, or get partway up ladders before climbing the slow way. This is not useful during battle.

Landing creates enough noise to draw guards' attention if they're nearby. This can be used to lure enemies away from their guard posts.

TAKE COVER

SUSPICIOUS

Jensen lasts for a good while out in the open if he has enough health and armor augmentations. But, why risk your life when you don't have to. Take cover to break enemy line of sight, to minimize their damage against you, and to set up ambushes. Enemies see you sooner if you're outside of cover. In addition, Takedowns unleashed from a covered position pull the target toward you. That makes it easier to take out enemies without being seen because their bodies end up behind the cover (and Jensen stays out of sight, as well).

Because of this, the cover system is a huge aspect of both direct combat and stealthy gameplay.

INTERACT

You open doors, use computers, grab items from the ground, search bodies, and generally do everything with your environment by Interacting. Approach the target and tap this button when you see the icon appear. That means that you're close enough to Interact with whatever it is. Interact with fallen enemies to search them, or hold down the button to grab and drag them. This lets you hide people so that they're not discovered by their buddies.

Jensen is also strong enough to move many objects in the environment. Interact with these items to pick them up. You're then able to drop them quietly elsewhere, or throw them (which creates substantial noise).

RELOAD

Jensen reloads automatically if he empties his magazine and tries to fire again. However, you shouldn't wait to reload until the last minute. Any time that you're safe (or safeish) is a good time to reload. This doesn't waste any ammo, and it's always a good idea to be prepared.

Reload when you're behind heavy cover or aren't being attacked at all. Don't reload when you're taking fire. Either take cover, shoot back with what you have, or flee entirely until you can get to safety and better prepare yourself.

USE AUGMENTATIONS

Once selected with your Augmentation Wheel, your augmentations can be activated with the exact controls to which you assign them. Toggled augmentations are turned both on and off with the same action. Others trigger as soon as they're selected and fire off however they're supposed to. These abilities have wide-ranging effects, and are discussed in their own chapter.

TAKEDOWNS

Takedowns are the most powerful close-range attack option that you have. Tap the button to knock a nearby enemy out instantly, or hold down the button if you want to deliver a lethal blow. Only a boss or someone in a powered suit can stop your Takedown from working, so this option is very strong. You need a decent amount of energy to start a Takedown, so use a Biocell if you want to deliver one instantly but don't have enough energy to use one at that time.

IRON SIGHT

Jensen gets a huge boost to his accuracy when he aims down the length of his weapon. The Aim Assist kicks in when he does this. Compound that aim bonus to the point where headshots and almost-instant kills become fairly easy to pull off. Use Iron Sights, Fire Weapon. The more proficient you become at this fast-aiming combo, the better you'll be at picking off enemies in the game. Natural aiming skill is actually less important than fast button pressing and practice in getting your reticle into roughly the right spot before you hit the Iron Sight button. Again, speed is even better than precision in this game.

FIRE WEAPON

This command triggers your primary weapon to fire. If it's an automatic weapon, you can hold down the button to unleash a torrent of bullets. This significantly lowers your accuracy, and your reticle expands outward to reflect that.

Fire single shots or short bursts to minimize ammo loss and to ensure fast, accurate kills.

THROW SECONDARY WEAPON

Your secondary weapon is thrown with this command. Because you lob these weapons, they can be thrown over obstacles. Try to get your grenades into the middle of enemy groups to deal damage to as many people as you can.

DEUS EX
MANKIND DIVIDED™

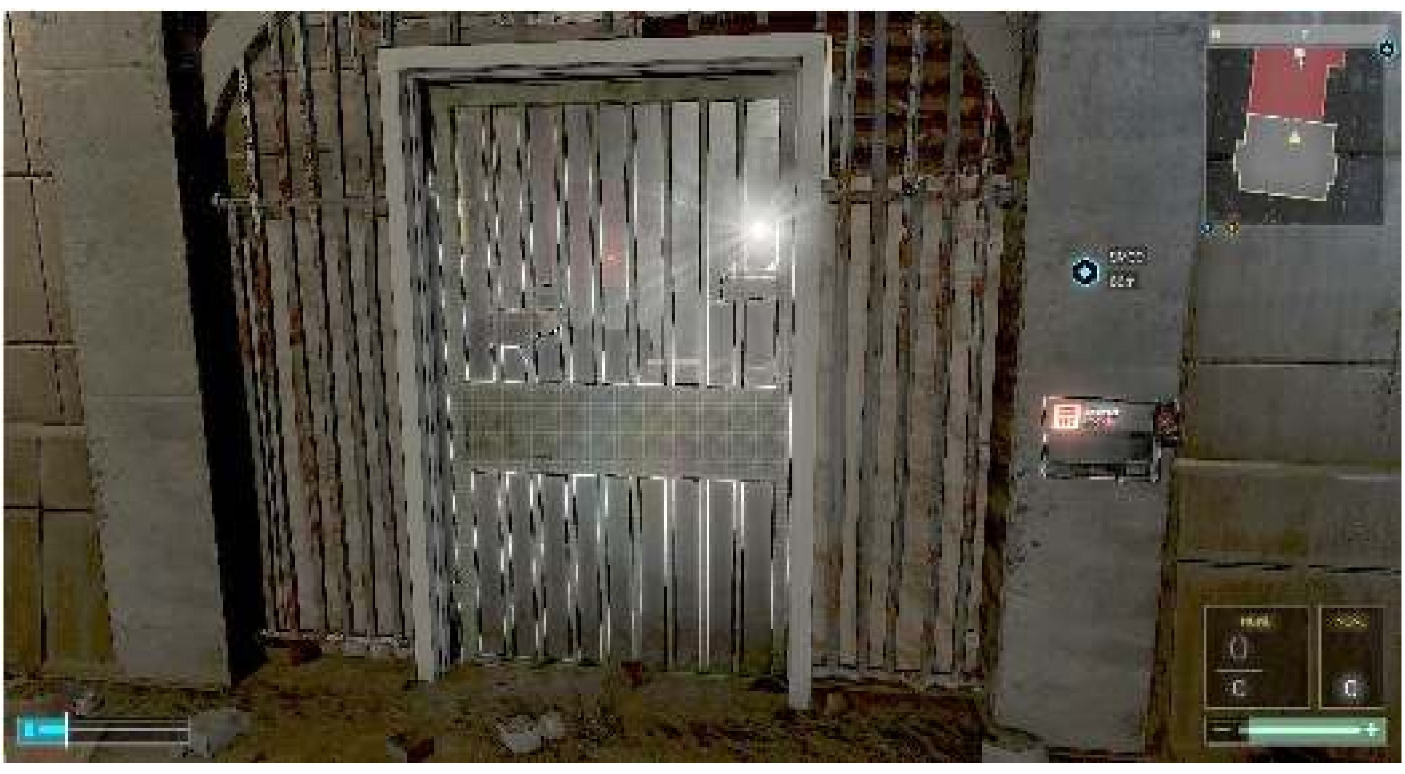
Gameplay

Overview

You now have a basic understanding of the game's controls and can delve into the complex mechanics of *Deus Ex: Mankind Divided*. This chapter tells you how to excel throughout the game with the use of stealth, weaponry, exploration, and leveling.

Gameplay

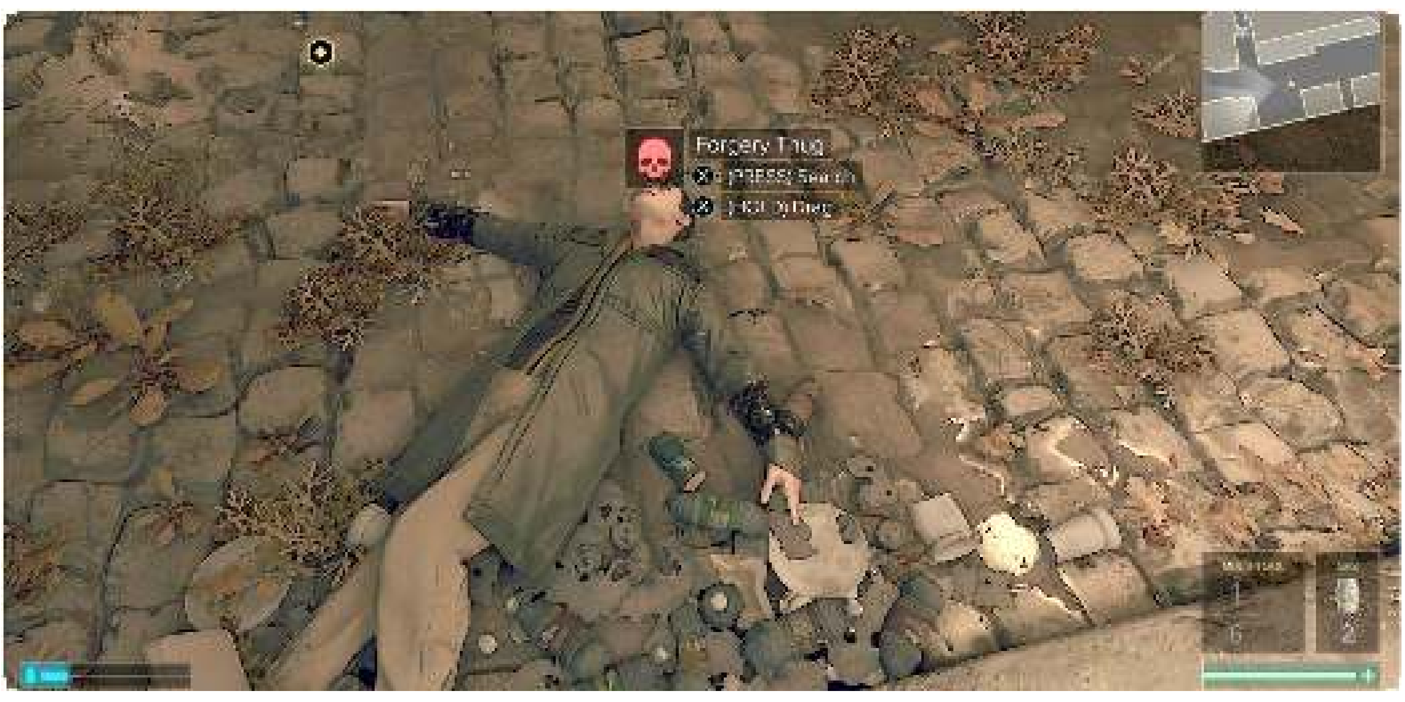
Reading Your HUD



Take a look at your screen once you're in the game. There's a wealth of information in front of you. Augmentations that are currently equipped on your character appear in the lower-left. The D-Pad on your controller activates a different augmentation for each direction. You can also equip an augmentation to the left shoulder button. This means that you have quick access for up to five augmentations, and these can be reconfigured at any time if you have more than five augmentations to swap around. Or, enter the Augmentation Wheel to reassign everything.

Below there is a blue bar. This tells you how much energy Jensen has. It's used to power all of your most potent augmentations. The white line reveals your current maximum energy. The amount in energy shows how much of your maximum is actually available. Over time, the blue bar will fill until it reaches the white line. To improve your current maximum use Biocells until the white bar goes as far as it can. Extend this even further by purchasing energy augmentations so that your maximum hardcaps at an even higher level.

On the right you see information about the two items that are currently equipped on your character (your primary weapon and secondary weapon). This would normally be a firearm and a grenade/mine. Change these with your Item Wheel or go into the Inventory Screen to shift things around. Both options pause your game.

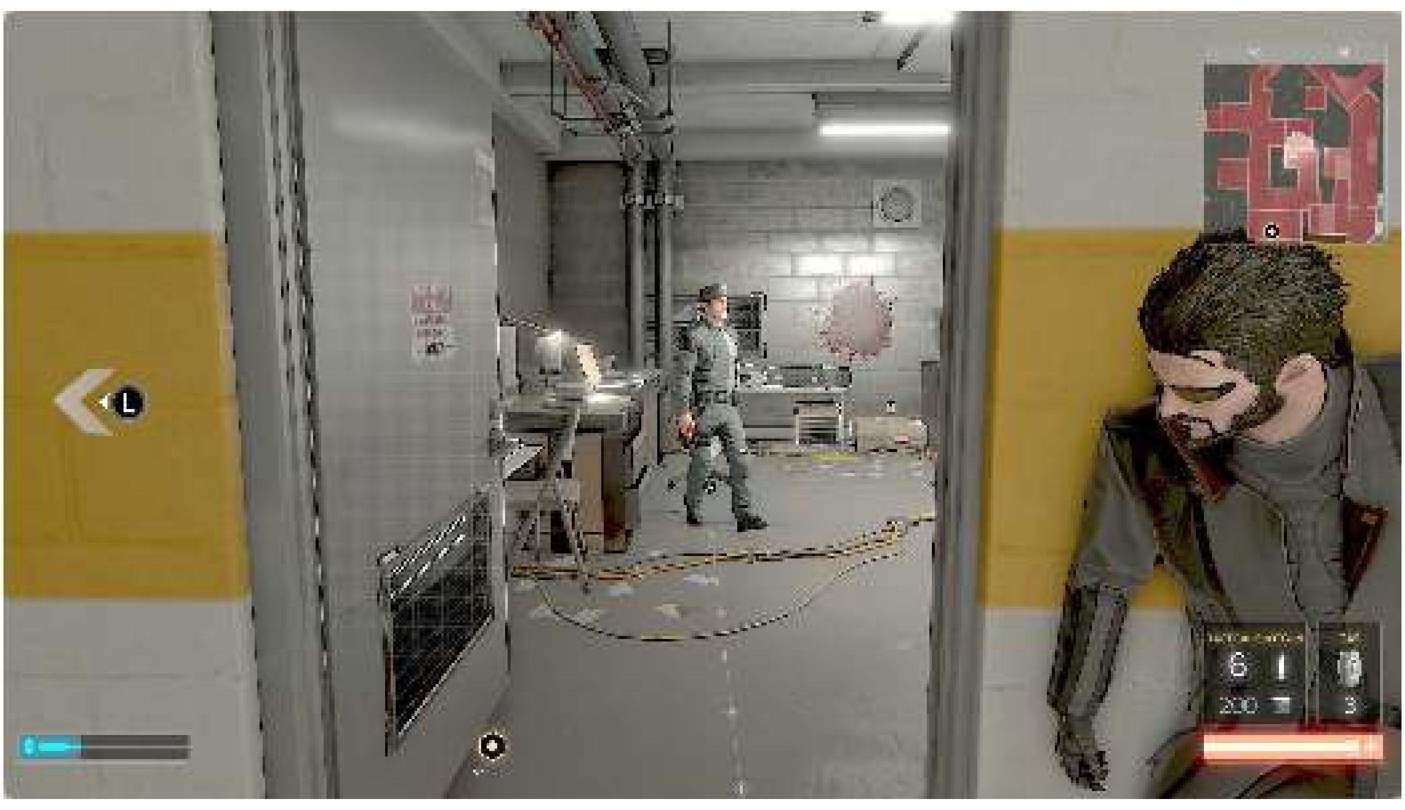


The green bar beneath your weaponry indicates health. If it bottoms out, Jensen dies and you have to reload your game. The maximum value of your health doesn't diminish like energy can (as we'll explain soon). You always have the ability to regenerate back to full health, given enough time. If you use Alcohol or Painkillers, Jensen heals. If the health gained from these items takes him above his maximum, a set of extra lines appears around his health bar. These are temporary health points that diminish over time if you used alcohol, but they stay until you take damage if you gained them with meds.

Experience points are shown at the top of the screen. They're awarded for defeating enemies, completing objectives, hacking, exploring, etc. Almost all activities in the game have a chance to get you XP. When this bar fills up, Jensen gains a free point of Praxis and the bar resets. Praxis gets you augmentations, so it's always powerful and important.

Your map is in the upper-right portion of the screen. It shows the area around Jensen. Grey targets are unaware of you. Yellow ones are suspicious and will trigger an alert if they see you somewhere you shouldn't be. Red targets are hostile and will actively attempt to kill you if you're sighted!

People show up as dots. Cameras look like actual cameras. Drones are like an X. Turrets look like an emplacement with a long barrel. All of these things have their own line of sight, and that is also shown on your radar if you have the right augmentations!



Red zones on the map are restricted. You trigger an alert if you're spotted anywhere inside a red zone. Other areas are safe. You can move, jump, run, and talk to people in these areas. However, you still trigger an alert if you attack people.

Your current objective appears on the screen to let you know which direction to follow. Yellow objectives are for main missions, to let the story progress. Blue objectives are side missions, which aren't essential but are very rewarding. White targets are points of interest. They lead to other missions or just get you some XP.

Conversations appears in the top-left. You see a picture of the person you're talking to, and the text is displayed on your HUD.

PRIMA GAMES

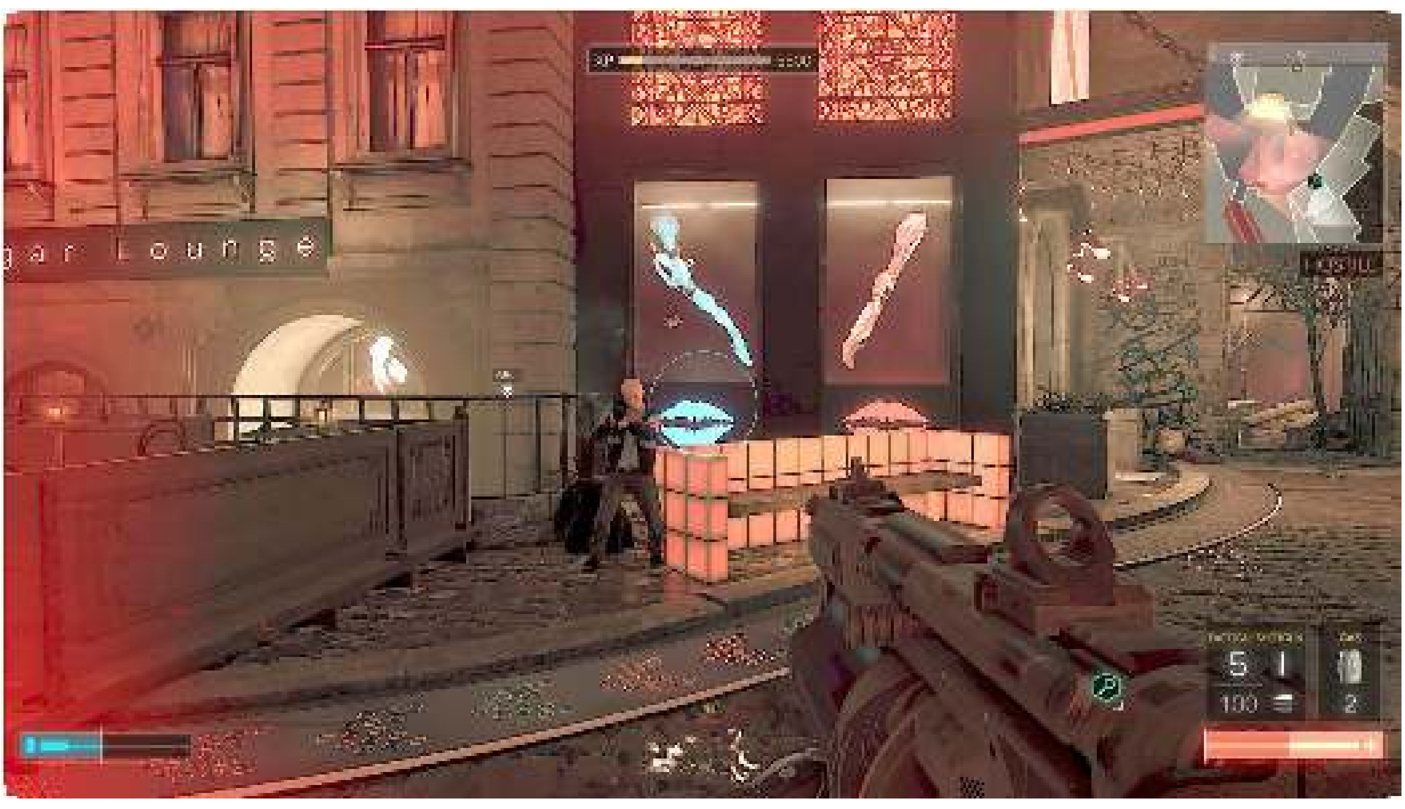
DEUS EX MANKIND DIVIDED™

Gameplay

Maintaining Health and Energy

Health and energy are two of the most important elements of the game. Health keeps you alive, so you can't afford to lose all of that! Energy maintains any active augmentations you're using. Some of them drain power over time, and others require a sudden burst of energy. If you are low on health or energy, you're going to be in serious trouble!

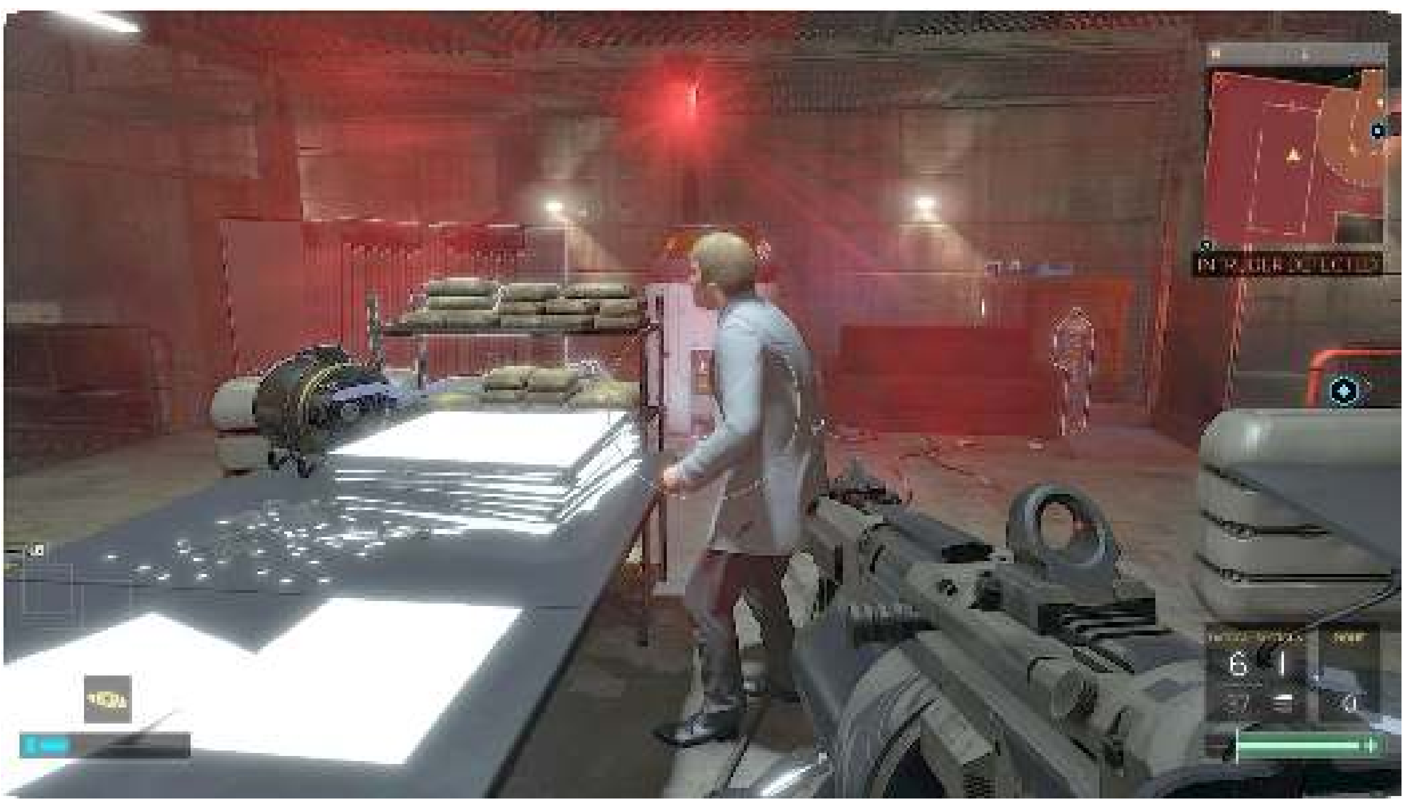
HOW HEALTH WORKS



Health is lost when you fall, get shot, walk into a hazard, or otherwise do anything that hurts Jensen. The health bar drains, and there are visual cues onscreen to show that you're taking damage.

After a few seconds without taking more damage, your health bar begins to fill again. It continues to fill until you're back at full health or take new damage. Because of this system, it's imperative that you avoid taking hit after hit of damage even if the individual attacks are minor. You need blocks of time to heal yourself. To get that, flee from battles that are going poorly and hide behind cover or stay inside cleared rooms until you get back to fighting status.

ENERGY AND ITS LIMITATIONS



Many of your systems cost energy to power. The maximum amount that you start with dwindles quickly because many uses not only cost energy off of your current bar but also lower your maximum energy. At the beginning of a mission you might be able to use several Takedowns back to back without resting. After a while, though, you'll only be able to regenerate enough energy to use one Takedown.

Because of this, it gets harder and harder for Jensen to use abilities back to back. Compensate for this by spacing out usage of your abilities, or use a Biocell to restore some of your energy and your maximum energy. This provides immediate assistance to your character, and also gives you more time to benefit from having a better pool to draw from.

Applications that drain energy over time are usually the least taxing on your maximum. Smart Vision, used in short bursts, won't hurt your supply very much. Takedowns and other sudden abilities are the hardest on your maximum.

BIOCELLS, ALCOHOL, AND PAINKILLERS

HOSTILE
A [HOLD]

There are several types of "medication" in the game. Biocells, as we just discussed, restore energy. Alcohol and Painkillers restore health and can improve your maximum health temporarily. Always search around to uncover as many of these useful items as you can carry. Then, stock up in Prague if you feel like you're still not carrying enough of them to get through future challenges. At lower difficulty levels, these items aren't always that important. However, they're extremely useful when you try to beat the game at the higher levels.

Gameplay

How Deus Ex Works

This is the best time to talk about the challenges and solutions in this game. Levels here aren't set up in a linear fashion. The developers didn't say "Here's the way to beat X problem." Instead, they've created open living spaces where you have a beginning and an end, but everything in between is rather fluid. You can sneak by all of your enemies, defeat them quietly, kill them in quick doses, or declare open war and exterminate everything in sight. It's all possible, and even within that there are still usually 3-4 routes to get through an area.

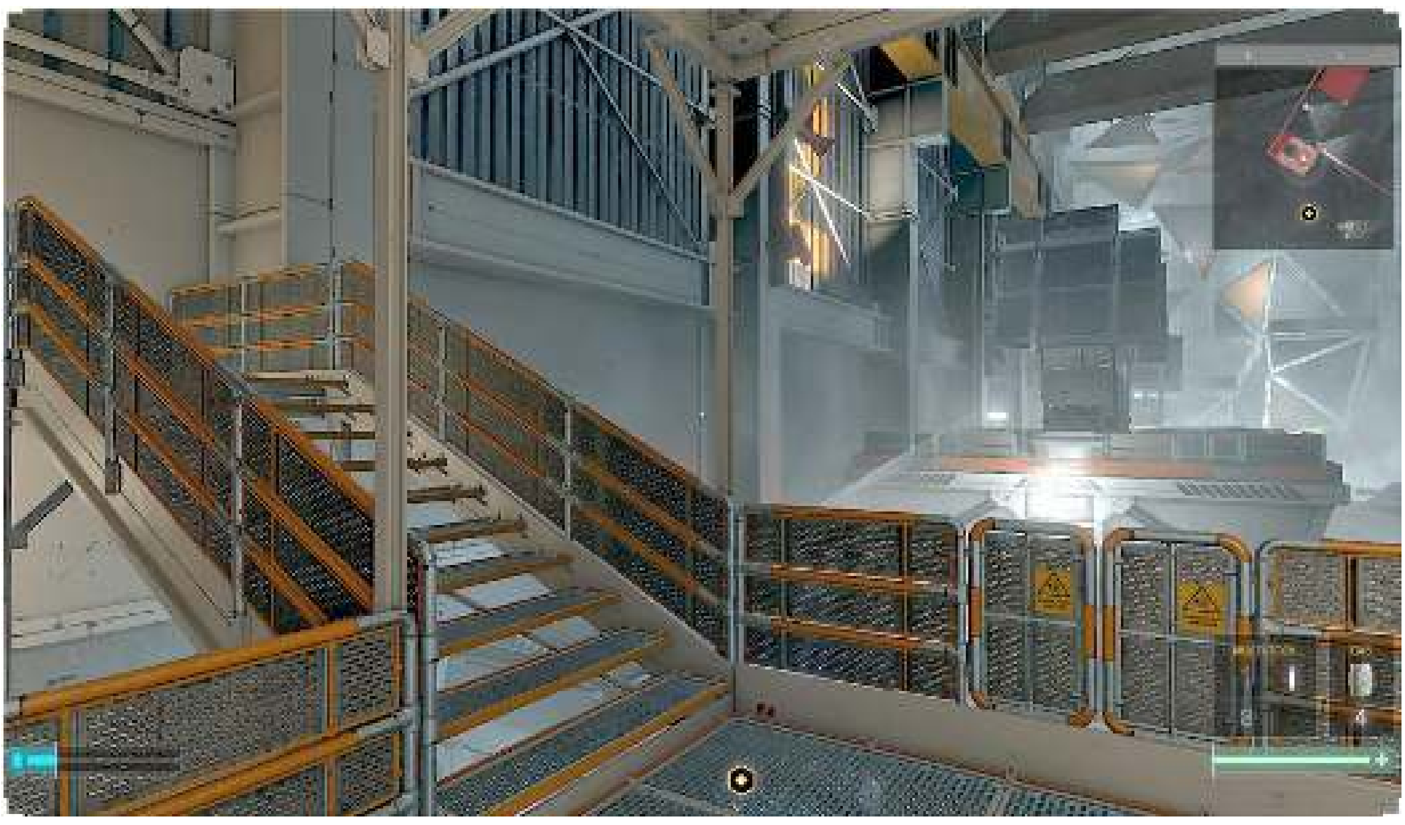
You get to decide what you like the most. It's good to focus on a single style of play each time you go through *Deus Ex: Mankind Divided*, but you can mix up that style as much as you like during subsequent playthroughs. The game has a New Game+ feature after you win, so it's just begging you to try out new styles of play when you're in the mood.

The big questions to ask yourself when deciding on a style are these:

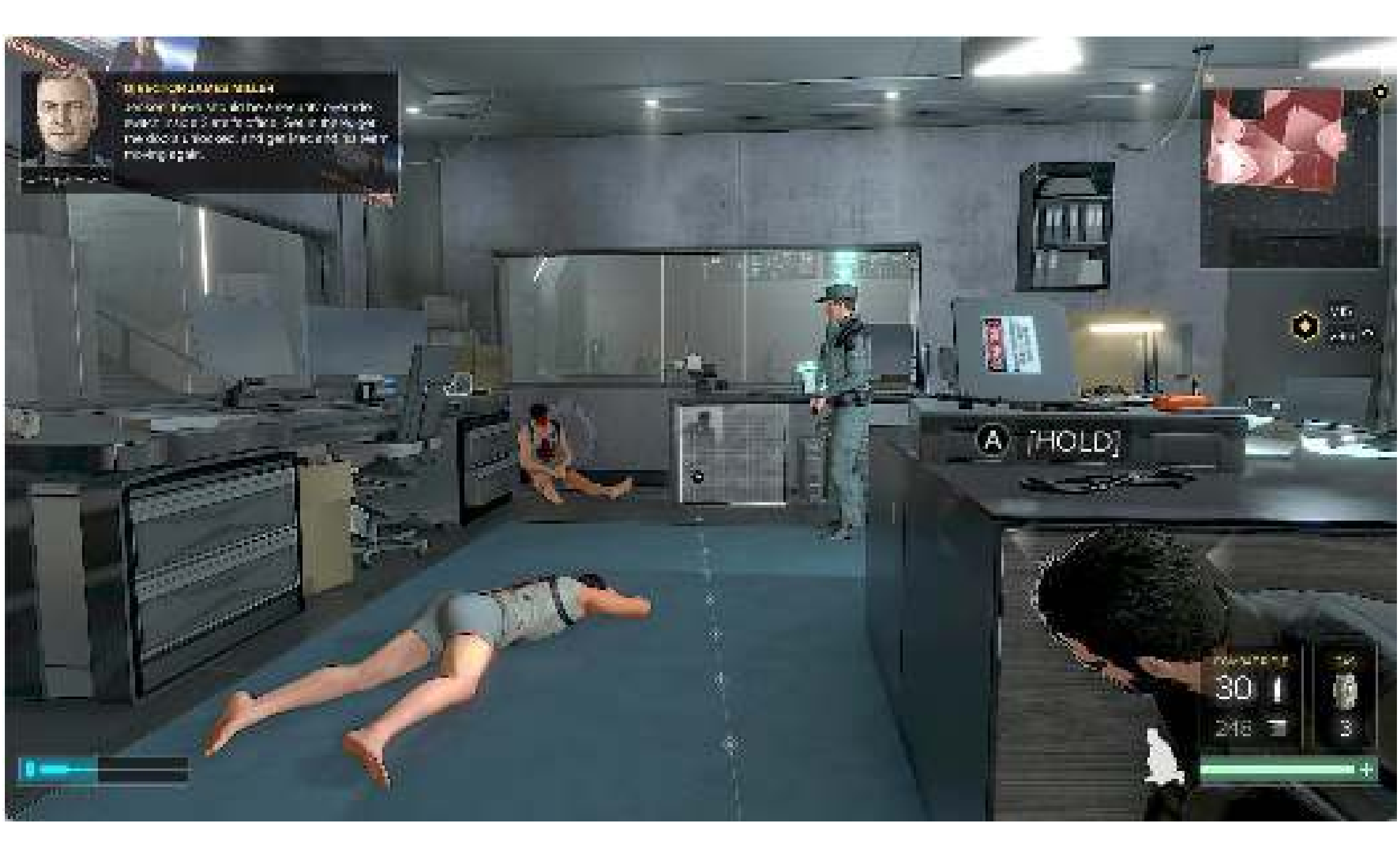
- Do I want to totally avoid enemies?
- Do I want to kill the people I defeat?
- Once you answer those, you just need to figure out how to beat each challenge in the play style of your choice. We'll talk about Lethal and Non-Lethal methods in our walkthrough. That gives you tips for going through the game in a brutal, direct method one way, and for a subtle, stealthy run another time.

That said, you can mix and match these without compromising your character's capabilities. For example, you can absolutely make a lethal stealth run. Silenced weapons and murderous Takedowns are fine. In the same way, a really crazy player could try to beat people and cause plenty of chaos, but never actually kill anyone. That's the only route that's really hard to pull off, but you can still do it.

When you've decided how you want to play, start to focus on everything that accentuates that style. You don't need to carry around four firearms when you're making a Non-Lethal run. That's a waste of inventory space unless you're just returning to a store to sell weapons. As we talk about stealth and combat, we'll help you see the right configuration of augmentations, weapons, and tactics that let you dominate your enemies using each style of play. This will all make sense very soon.



Stealth Mechanics



It makes the most sense to talk about stealth first. Though never required in the game, stealth is considered by many players to be a more appropriate choice for Jensen. We won't say that it's canon or anything like that, but raw combat and lethal play isn't stressed by the story or the character. Plus, there are substantial XP bonuses for playing with stealth. Once you've mastered that, it's fun to go back and rampage through places you've been without worrying about alarms and such.

STAY QUIET

The first rule of stealth is to be quiet and remain unseen. Jensen minimizes his noise by crouching and moving slower. Use this as an energy-free way to avoid detection. Even regular walking gets your enemies to turn toward you at the last minute; they'll be easy to silence with a Takedown, but you still get spotted and can lose some of your bonuses.

So crouch, move behind people, and get to places that aren't being watched. That's half of the stealth game right there! Once you know where people are patrolling and watching, it's much easier to sneak around.

If you see a yellow bar start to fill around your reticle, then back up. You're about to be spotted, so retreat to a safe spot and allow the bar to empty. Take cover to avoid many observers unless they're right on top of you. From cover, look around to see which guards are watching your area. Plot a course of movement from there so that you can go from one safe spot to the next until you're clear of the enemies.

FINDING ALTERNATIVE ROUTES

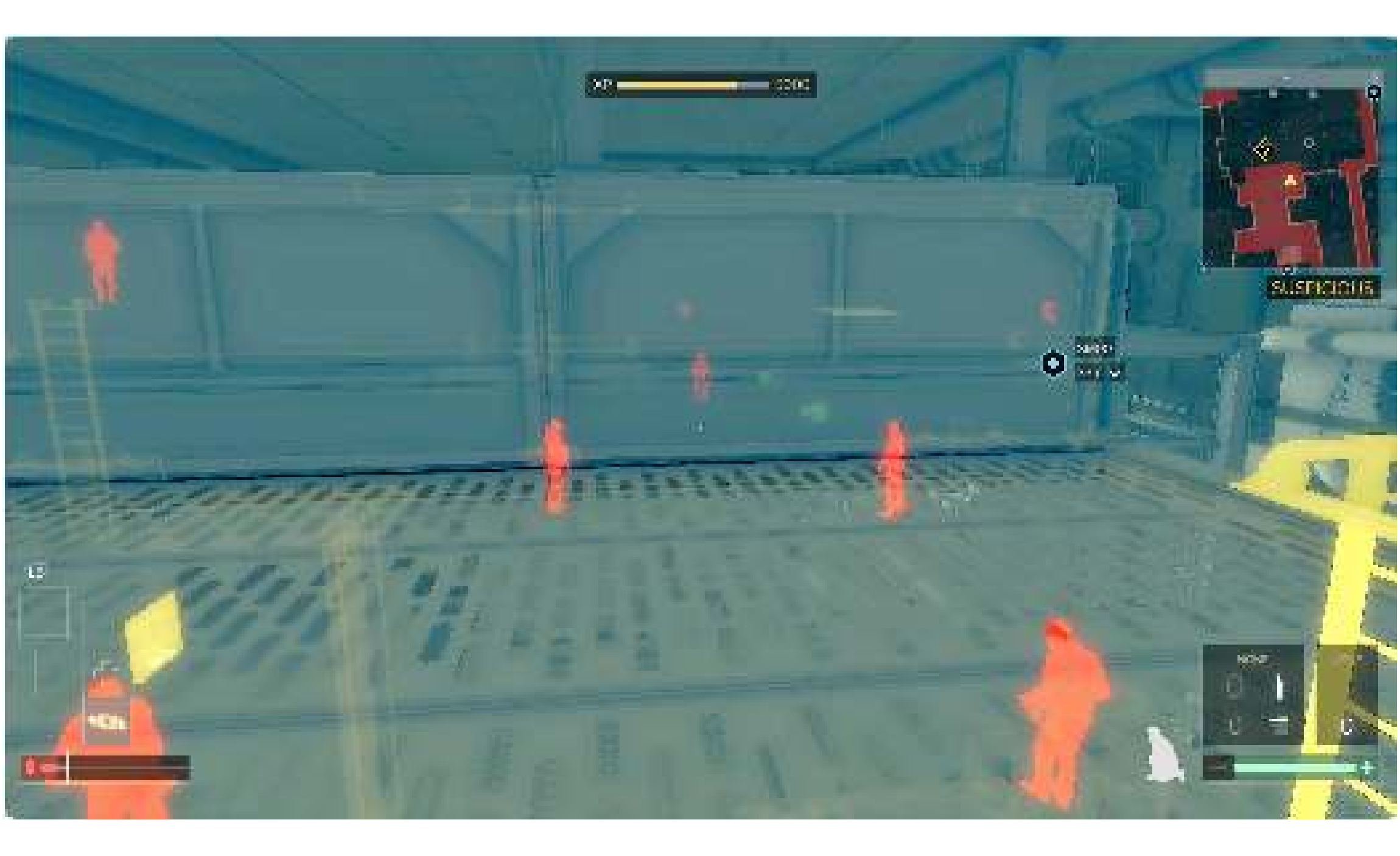
SERVER AREA

Many of the most tricky chokepoints, guard posts, and watched areas can be avoided. You rarely have to sneak past a dozen people. When you find spots with that many targets, it's a sign that you should hold back and figure out an alternative method of sneaking forward.

Vents open into ductwork throughout the gameworld. Open these vents and crawl into the ducts to bypass hundreds of encounters. You can't be heard crawling through the ducts, so you only get in trouble if you fire a weapon or are seen entering/exiting them.

Find routes that break line of sight, go behind barriers, enter rooms that aren't occupied, and so forth. Some augmentations (Leg Silencers, Glass-Shield Cloaking) offer abilities to make stealth much easier, but they're never required. Good stealth work is a matter of practice and patience first, and good augs a distant second.

ELIMINATE ENEMIES WHEN THEY'RE ISOLATED



Just because you're sneaking around doesn't mean that you have to avoid confrontations. You can still get the maximum bonuses (and Trophies) for stealth while taking out targets. There are several tools for doing this. The best ones are the Tranquilizer Rifle, Stun Guns, and Non-Lethal Takedowns. These options are all quiet, safe for you and your victims, and award bonus experience for each person you take down.

There are two really good reasons to defeat targets even during stealth runs. First, the XP really adds up over time. Second, every person you knock out is one fewer guard to worry about when you're creeping through an area. If you knock out everyone, you get the run of the place and no one will have seen you or started an alert!

This takes more time to pull off compared to shooting everyone in sight, but you reach levels faster anyway and get to feel really cool in the process.

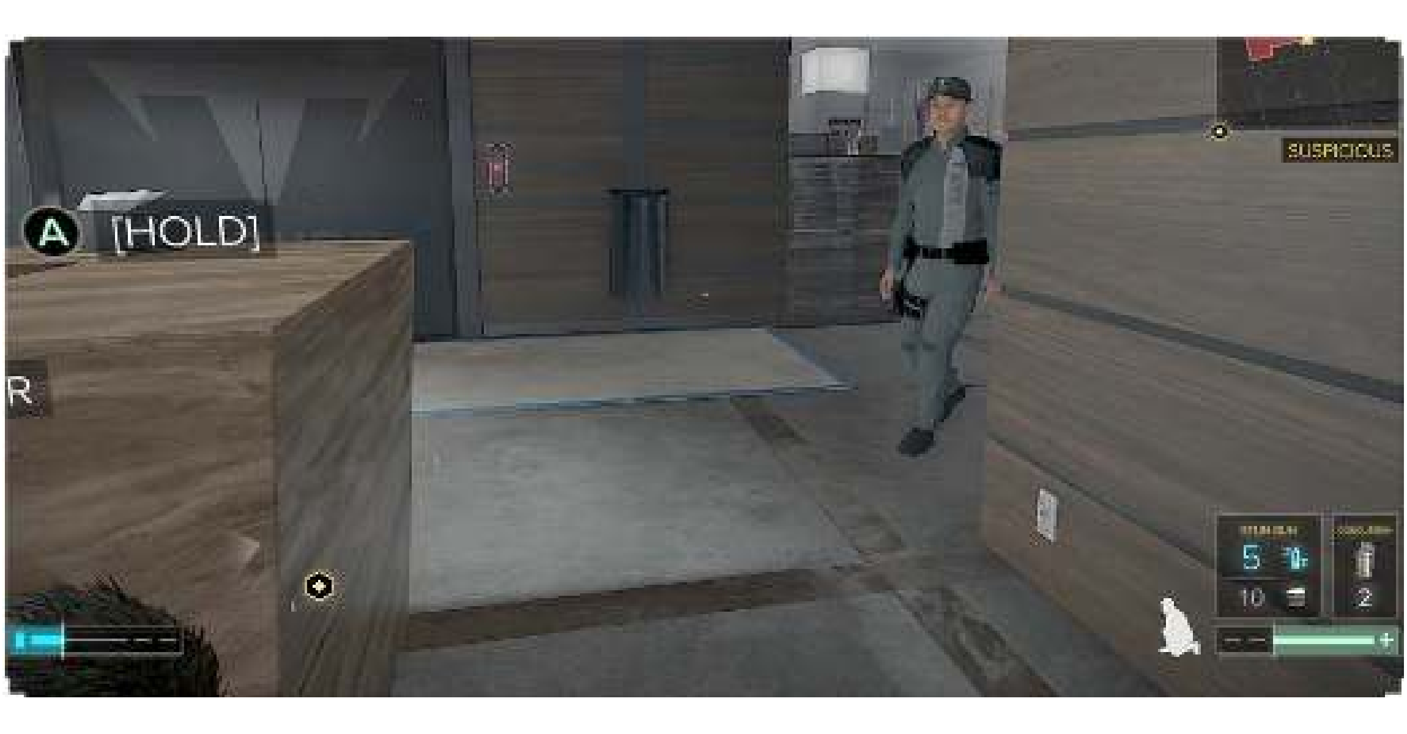
To avoid detection while eliminating guards, hide and see which enemies are isolated in a given region. If they're close to an unguarded area or aren't being watched by anyone else, you can usually sneak up and use a Non-Lethal Takedown. There… instant XP, and the enemy is out of the fight!

But say that guard is being watched by a more distant enemy. You'd likely be seen if you went to take them down. Instead, lure the first guard to somewhere that is safe for you. Make noise from your safe spot. Jump up and down if you can't be seen doing this, shoot a silenced weapon (they still make some noise), or run around. This makes the nearest guard suspicious and prompts him to come and check things out. Get into cover when the enemy turns yellow, wait for him around a corner, and use your Takedown as soon as he's in range for the prompt to appear.

If necessary, drag the body away to a place where nobody patrols. Guards call for an alarm when they find dead or unconscious people in their area.

You can throw objects to achieve the same luring effect. When the opponent is really far away, a visual distraction works better. Leave cover and let them sort of see you. Allow their yellow bar to fill and then hide. As long as their second bar doesn't fill, it won't count as seeing you. Thus, Ghost is still preserved and you can get your full bonuses.

Regardless of the method, you just need to draw off the guard and get them somewhere isolated.



Rooms with multiple guards are always tougher for the first or second Takedown. The more enemies that you drop, the easier it is to find holes in the defenses. Thus, you can sneak up on more foes and quickly silence them rather than having to draw each one back to a safer spot.

The Tranquilizer Rifle gives you a rare ability to take targets down at very long range, but be careful doing this. Other guards still freak out if their buddies collapse. So you can't tranquilize people in the middle of a group and think that it's all going to be okay. Whether you're seen or not, this risks an alert being triggered. That makes your life much harder, and easier for guards to act erratically and spot you; plus, it ruins your Smooth Operator bonus.

The Tranquilizer Rifle is best used for hard-to-reach enemies on higher ledges. They won't usually have allies close by, so line up a headshot, tranq them, and leave cover once your enemy falls asleep.

GHOST AND SMOOTH OPERATOR BONUSES

We've mentioned Ghost and Smooth Operator a few times now. These are bonuses that you get at the end of each mission area if you don't mess up your stealth. Ghost is awarded for areas where Jensen was never directly seen by an enemy. Smooth Operator is awarded if an alarm isn't triggered at any time. There are also game-long Trophies awarded if you finish the main story without ever violating either of these two protocols! That's tough, but it's also very cool to pull off.

PREVENT ALARMS FROM TRIGGERING

Vent Cover
Open

There are many ways to trigger alerts, and all of them are bad for stealth players. Here's a list of things to avoid:

- Being seen in a restricted zone
- Firing a non-silenced weapon
- Causing an explosion
- Wounding a target
- Killing an enemy slowly

Through hacking, you can disable the alarm panels in an area and throw your victims for a loop because they won't be able to cause a regional alert even if they see serious activity. However, this is still a poor way to proceed. If you maintain proper stealth discipline, your enemies won't even think to use alarm panels.

The best way to really avoid alarms is to prevent enemies from even realizing that there are serious problems. Never leave bodies in central areas. Never fire non-silenced weaponry. Don't use explosives. If you're willing to reload, try to explore an area during an initial run to see where everyone is located. Then, reload and try a genuine attempt at the mission with the area's layout already in mind.

Though you lose Ghost if you're seen, you can still save Smooth Operator. Make sure that you have enough energy for at least a single Takedown at all times, and use that to quickly and quietly silence anyone who sees you. Sprint over toward startled guards and knock them out before they can fire a weapon or run to an alarm panel.

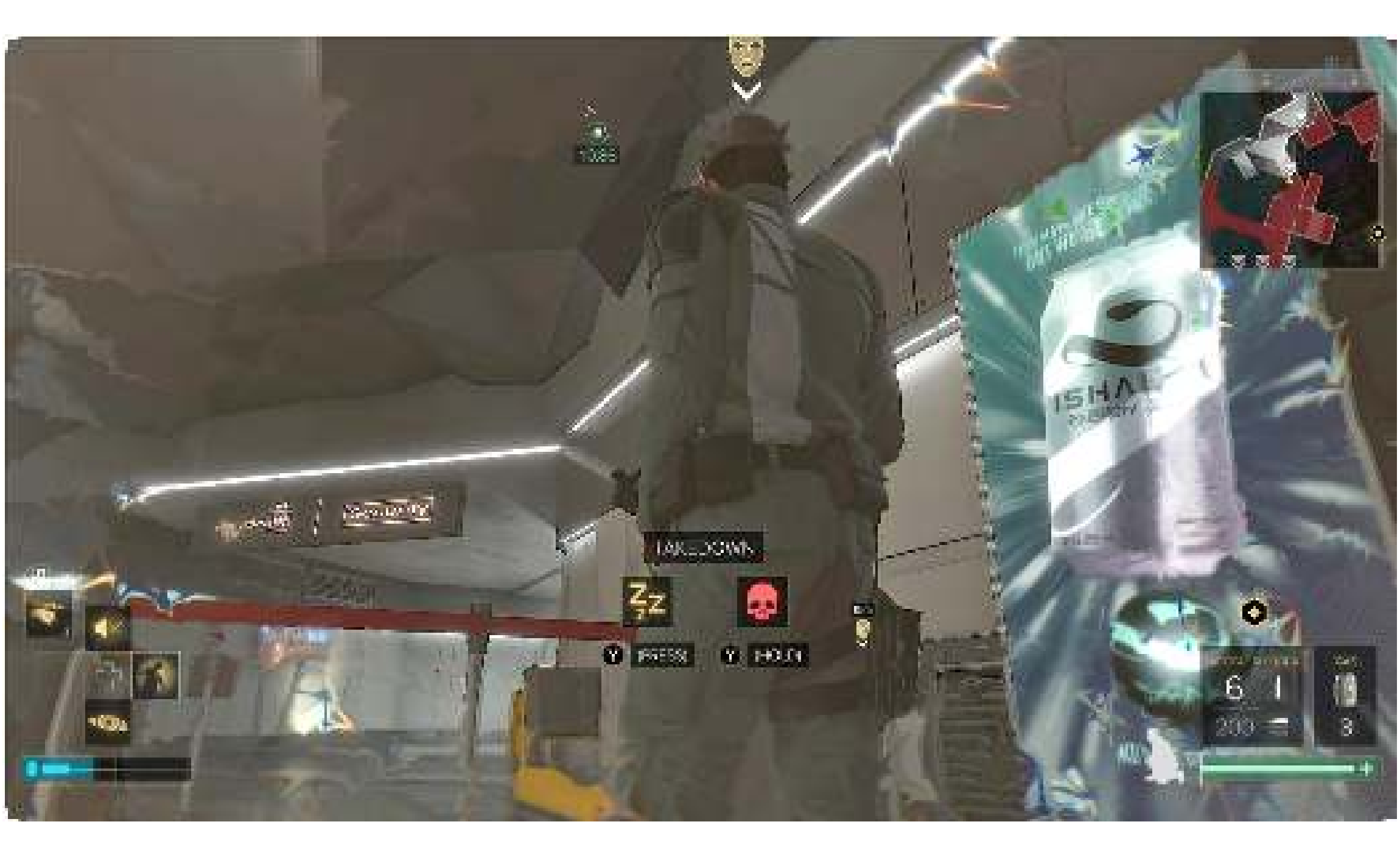
SUGGESTED AUGMENTATIONS AND EQUIPMENT

The proper distribution of augmentations make it much easier to succeed as a stealth player. As we've said, they're not required, but they give you much more room to slip up without having to restart a section.

Very Important Augmentations (Get Them ASAP)

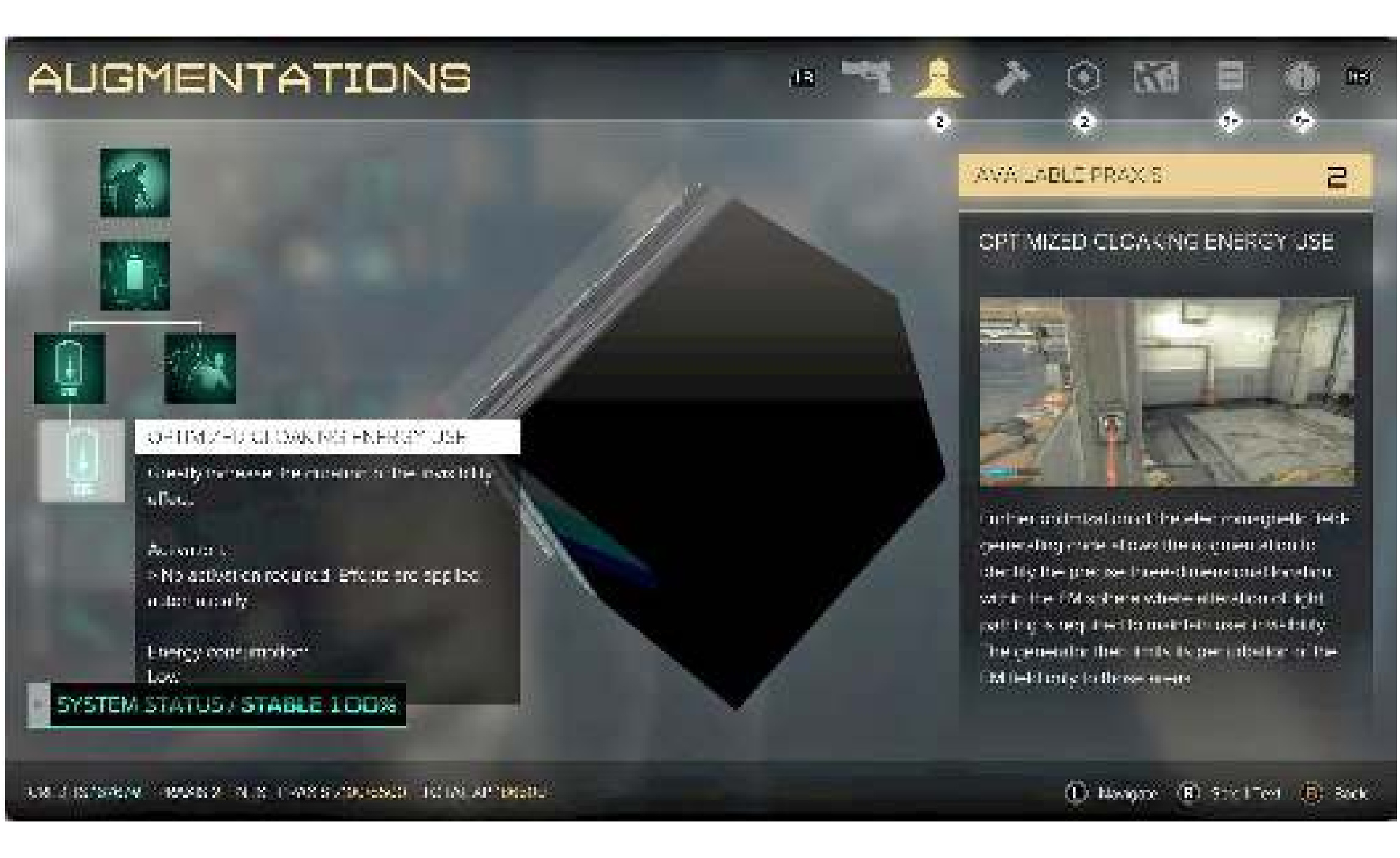
- Cybernetic Arm Prosthesis (for Optimized Musculature and Punch Through Wall)
- Cybernetic Leg Prosthesis (for Klipspringer Jump Mod)
- Glass-Shield Cloaking
- Hacking Capture (At least level 3)
- Remote Hacking
- Sarif Series 8 Energy Converter (Peak Recharge Rate is very useful)

These augs leave you almost defenseless in heavy combat, but you aren't going to engage in any of that when you play with this lineup. Instead, you're able to reach every hidden route and side area in the game. You can jump anywhere, go invisible, hack into computers, and avoid any ambush once you become proficient at using your arsenal of subtle abilities.



Good Augmentations (Mid- or Late-Game Purchases)

- Hacking Stealth (Convenient)
- Icarus Landing System (Avoids accidents)
- Implanted Rebreather (Makes a couple of areas more accessible)
- Quicksilver Reflex Booster (You don't have to wait for conversations to end to Takedown enemies)
- Smart Vision (Helps to see patrollers through walls)
- Tesla (For Non-Lethal Takedowns against Exo Suits)
- Wayfinder Radar System (Makes it easier to avoid patrollers)


AUGMENTATIONS
AVAILABLE PRAXIS 2
OPTIMIZED CLOAKING ENERGY USE
OPTIMIZED CLOAKING ENERGY USE
SYSTEM STATUS / STABLE 100%

- The remainder of the lineup gives you quality of life improvements. It's much easier to see enemies on your radar and to avoid their patrols. And, you get a couple more tools for moving through gas hazards and surviving big falls. It's all good stuff.

This is very doable because you sacrifice so many points that would have gone into weapons mods and survivability. These just aren't needed for a pure stealth character. If you are spotted, you're likely going to reload anyway because you don't want to lose your Ghost/Smooth Operator bonuses. On top of that, you can't afford to let people spot you if you're playing on the highest difficulty because dying gets your save file deleted. Thus, it's all the more important to focus on pure, unbroken stealth.

Carry a Tranquilizer Rifle, a full spread of computer software for Hacking, and tons of Biocells. This lineup isn't very hard on your inventory space.

Gameplay

Brute Force

Heavy firepower and good shooting win an awful lot of engagements. No matter what some people enjoy, there's nothing wrong with taking a violent approach to your missions. Given a different set of augmentations, you can make Jensen into a walking tank. He'll survive massive punishment and give back 10x what he takes. Runs with this style of play are faster by far. You lose some XP on individual kills compared to Non-Lethal play, but you can take out every target in each mission without skipping any content. That makes up for the difference, and sometimes means that killers make even more XP than stealthers (it really varies depending on how thorough stealthier players are).

GUNPLAY

Skilled gunplay is the most important technique for this style of play. Fast reflexes, good aiming, an eye for headshots, and proper ability use determine whether you win or lose your engagements.

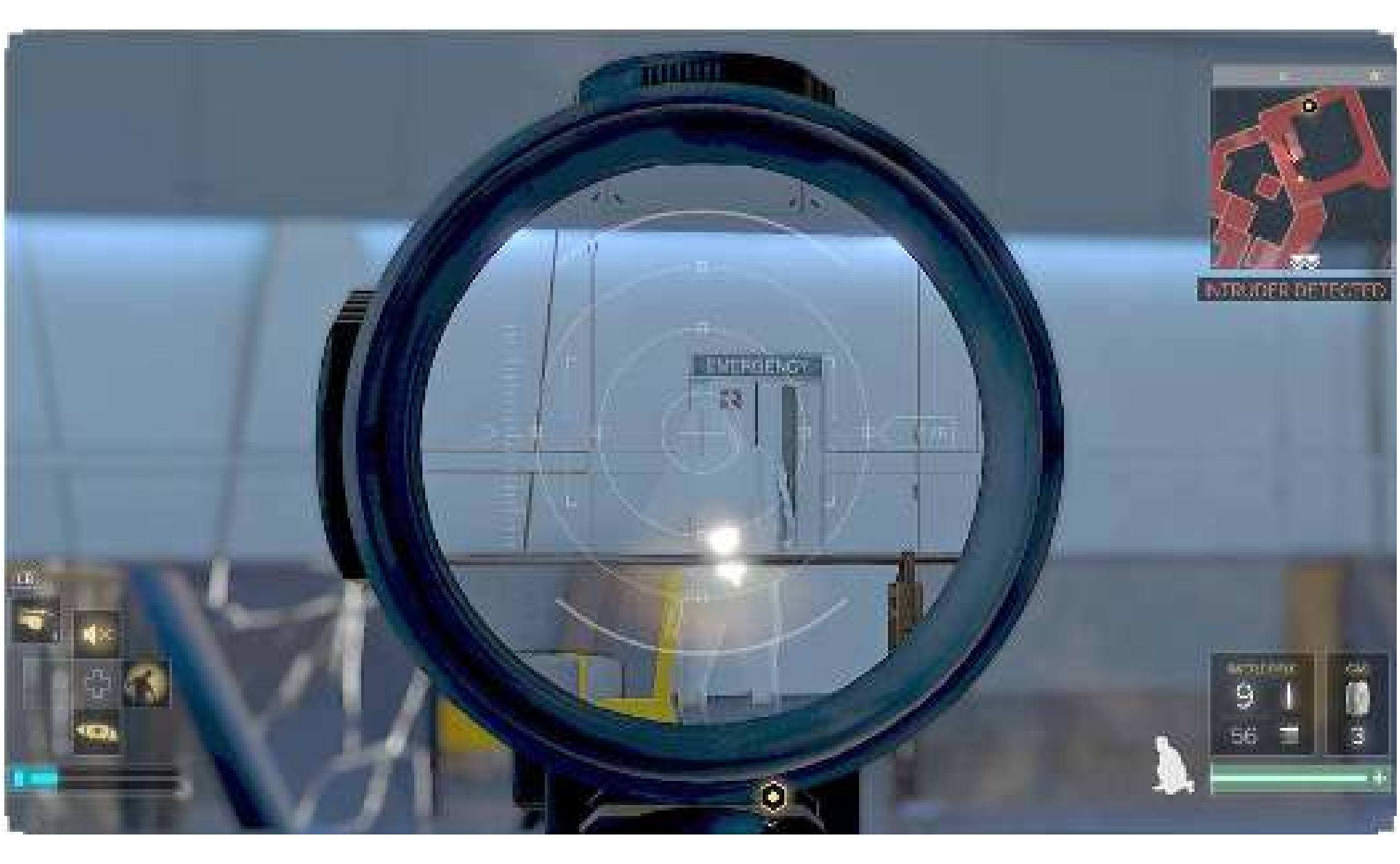
This isn't much of a run-and-gun type of game. You take damage quickly if you fight out in the open, so stay behind cover during all of your fights. Use walls, ledges, containers, and anything else with a hard surface to protect Jensen from damage. Watch out for lighter cover that can be destroyed by enemy fire and leave you exposed; if something looks flimsy, it's not trustworthy as cover.

If you're the one starting an engagement, get behind cover ahead of time and use a headshot to kill your first target. Long-range weapons like the Sniper Rifle are ideal for starting fights like this. Make that first shot count as a guaranteed kill.

When enemies realize what's going on and start to pour into your area, switch to a faster weapon that can handle combat from multiple ranges. Combat Rifles and Battle Rifles are great at this. If you're near a chokepoint that forces enemies to come to you, switch to a close-range weapon like a Tactical Shotgun and punish everyone who comes through the door or runs around the corner.

Ironsights are a must. Firing from the hip has terrible accuracy, even with good augmentations. Use the Right Stick to get the reticle close to a target. Then, aim down your sights at the last moment, fire quickly, and let yourself duck back behind cover. This method lets you do most of your aiming when you're still protected. You're only exposed while aiming down your sights, so make sure that is the fastest part of the process.

ATTACHMENTS



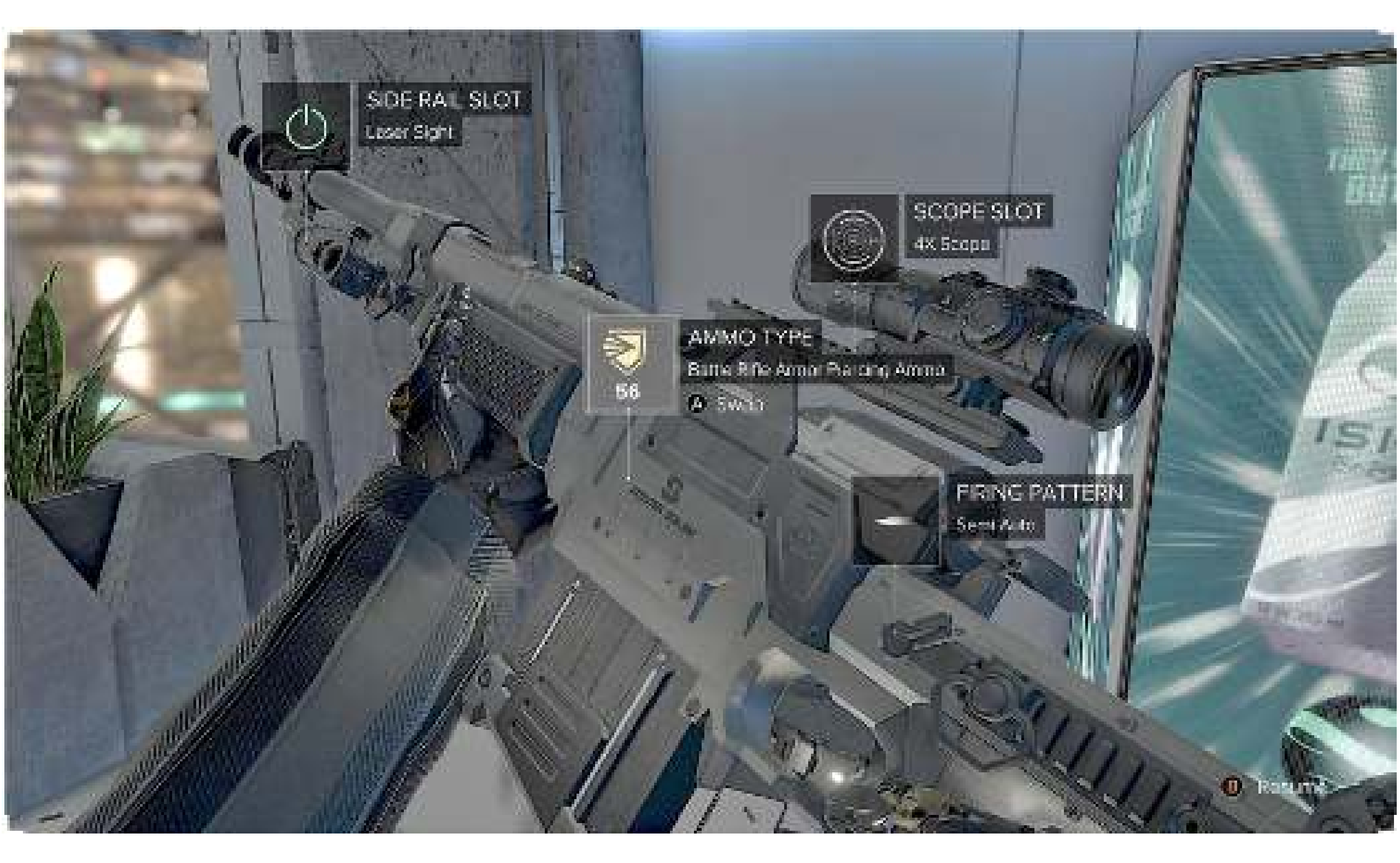
The stock weapons aren't that amazing. They're effective enough, but all of them need some love to become truly deadly. This is done in two different ways. You find parts all over the game world. These craft special types of ammo or are used to improve a weapon's stats. Use these parts on your favorite weapons (and don't ever sell the weapon that you're improving). You can improve most weapons' basic stats and sometimes add different firing modes to them, as well.

The second way to improve weapons is to add attachments. There are silencers, lasers, holosights, and scopes. Lasers and holosights are great for non-sniping weapons. Anything that you have to handle quickly should get these attachments. Scopes are what you put on your longest-range weapons so that you can hit targets under extreme conditions with high reliability.

You find attachments in some of Prague's stores, but they're also available in weapon rooms at certain facilities. Search areas carefully when you find lockers, safes, and other valuable containers. Sometimes you get great items without having to pay a single credit.

Heavy combat characters should have an improved rifle and shotgun. This lets you handle any range of combat with full efficacy. Once you get more room in your inventory, it's best to have a Tactical Shotgun or Devastator, a Combat Rifle, and a Battle or Sniper Rifle. Though costly to carry three large guns, it's wonderful to have ideal short, medium, and long range weapons instead of forcing one rifle to handle everything at medium and long range.

AMMO TYPES



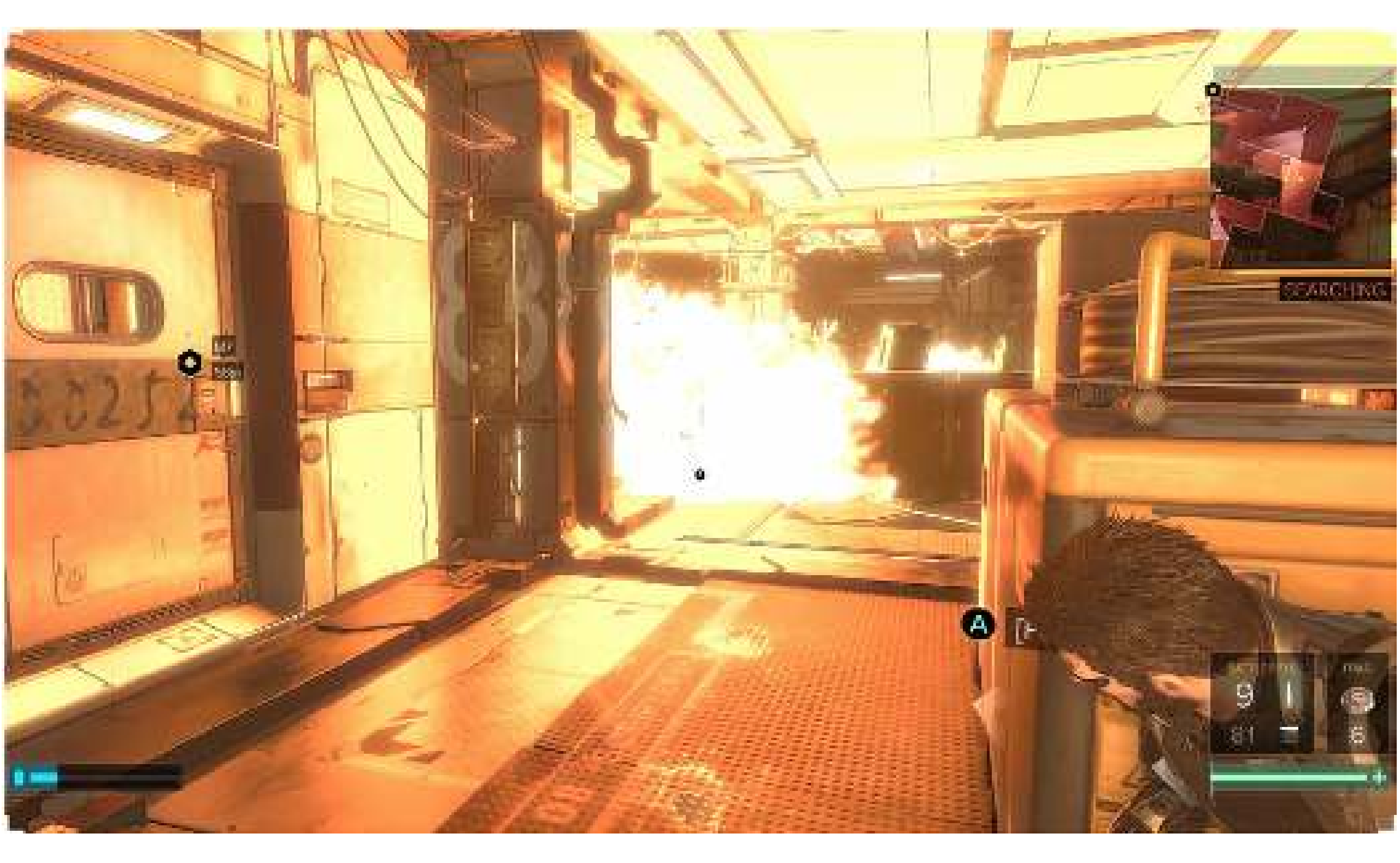
Regular, EMP, and Armor Piercing ammunition is available for most weaponry. Use Regular ammo most of the time; it's great for headshots, kills humans easily, and doesn't cost much. Use Armor Piercing to fight off enemies wearing helmets and to damage foes in Exo Suits, drones, etc.

EMP ammo disables electrical systems, so save that for robotic targets and augmented enemies using their systems to survive your attacks, go invisible, and so forth. Disrupt their systems with some fast weapon, and then switch to a high-damage gun with Regular or Armor Piercing ammo for the kill.

GRENADES

Save grenades for attacks against groups. Either throw them at a cluster of enemies that don't know you're in the area, or hold them for big battles that force you behind cover. When you're hiding and there are too many enemies to worry about, throw the grenades to kill or disable a few targets as you buy time to run or get additional kills against the remaining foes.

MINES



Use grenades and a mine template to lay some nasty traps. This takes way more time than most attack setups, but it's exciting and funny to lure enemies toward the traps and see them step right on a Fragmentation Mine. Yikes.

SUGGESTED AUGMENTATIONS AND EQUIPMENT

You need very different augs to make a wonderful combat build. Invest in lethality, survivability, and only a few extra ways to get around. You don't need to find side routes because the front door is always an option, no matter how well guarded it is.

Very Important Augmentations (Get Them ASAP)

- Cybernetic Weapon Handling
- Focus Enhancement
- Rhino Dermal Armor
- Sarif Series 8 Energy Converter
- Sentinel RX Health System
- Titan

It looks like there aren't too many things that you need, but many of these are going to be costly purchases with multiple augs in each category that you must buy. Take Rhino Dermal Armor super early; it's a lifesaver that even outdoes the Sentinel RX Health System. Master those two for incredible survivability, and then build out from there so that you get more lethality over time.

Save Titan for late in the game, when enemies begin to have all sorts of augmentations and firepower of their own. During the early- and mid-game, nothing can touch you if you're armored and tough in the first place.

Good Augmentations (Mid- or Late-Game Purchases)

- Cybernetic Arm Prosthesis (for maximum carrying capacity)
- Hacking Capture (Level 2 or 3, main for fun and XP)
- Icarus Landing

Add to your carrying capacity so that you can hold more ammo and gear. With more space, you can occasionally grab an extra weapon just to bleed off spare ammo of unused types. For example, you might find a Pistol and use that for part of a level to save on higher caliber bullets while using 100 rounds that you've saved up for your handgun. Then, you can drop the Pistol or sell it the next time you reach a store.

This build is rough on inventory space. You often have multiple guns, Biocells, Hypostims, Painkillers, grenades (not essential), and possibly a bit of computer software, too. Also, bring a Multi-Tool wherever you go. For most of the game you won't have a high Hacking Capture skill, so it's great to have a device that breaks into a high-level system. If you find an awesome safe that has something great inside of it, break in with your Multi-Tool. It's totally worth the expense. Purchase replacement tools when you're in Prague.

Accruing Augmentations

You can't get more augmentations without having Praxis to spend. These points appear when you gain a level (with XP), or when you acquire a Praxis Kit. There are a few kits in specific mission areas. There are also Praxis Kits to purchase in Prague. They cost 10k a piece, and there are limited numbers to buy even if you're filthy rich.

Gain XP quickly in multiple ways. Explore each level as thoroughly as you can. You get XP rewards for finding out of the way locations. Plus, you're likely to bump into more areas to Hack, more enemies to kill or disable, and maybe some eBooks to read. All of these things give XP.

When fighting, aim for headshots or Non-Lethal kills. These victories give you more XP than bland gunshot deaths.

Complete all possible points of interest and side missions. These are worth huge amounts of XP, and multiple Trophies are awarded for beating them, too.

REFUSE
ACCEPT A

Jensen, We have a deal.

Main missions are also worth quite a bit, though these should always be completed after you've gotten everything else done in an area. You cannot return to most places in the game; Prague is the only place that you pass through several times. Even there you can miss content, because Prague changes a little each time you visit, and some NPCs won't still have quests for you if you've ditched them in the past.

MAXIMUM XP

To earn the maximum XP in each area, you must take out every target. Kills are worth very little, so Takedowns are the way to boost this number (you get 2.5x the XP for a Takedown compared to a standard kill).

Tack on Ghost, Smooth Operator, and extra XP for successful hacks and you can gain many more levels over the course of the game. It's entirely possible to complete your build and still have enough Praxis to continue buying more augmentations in the late-game just for fun.

THE DANGERS OF OVERCLOCKING

There are several experimental augmentations that you're allowed to buy after getting a little bit into the story. These augs are very powerful, but they come at a higher cost. Once you unlock an experimental augmentation, you must disable another aug or deal with glitches in your system that get more serious as you pile on more experimental augmentations.

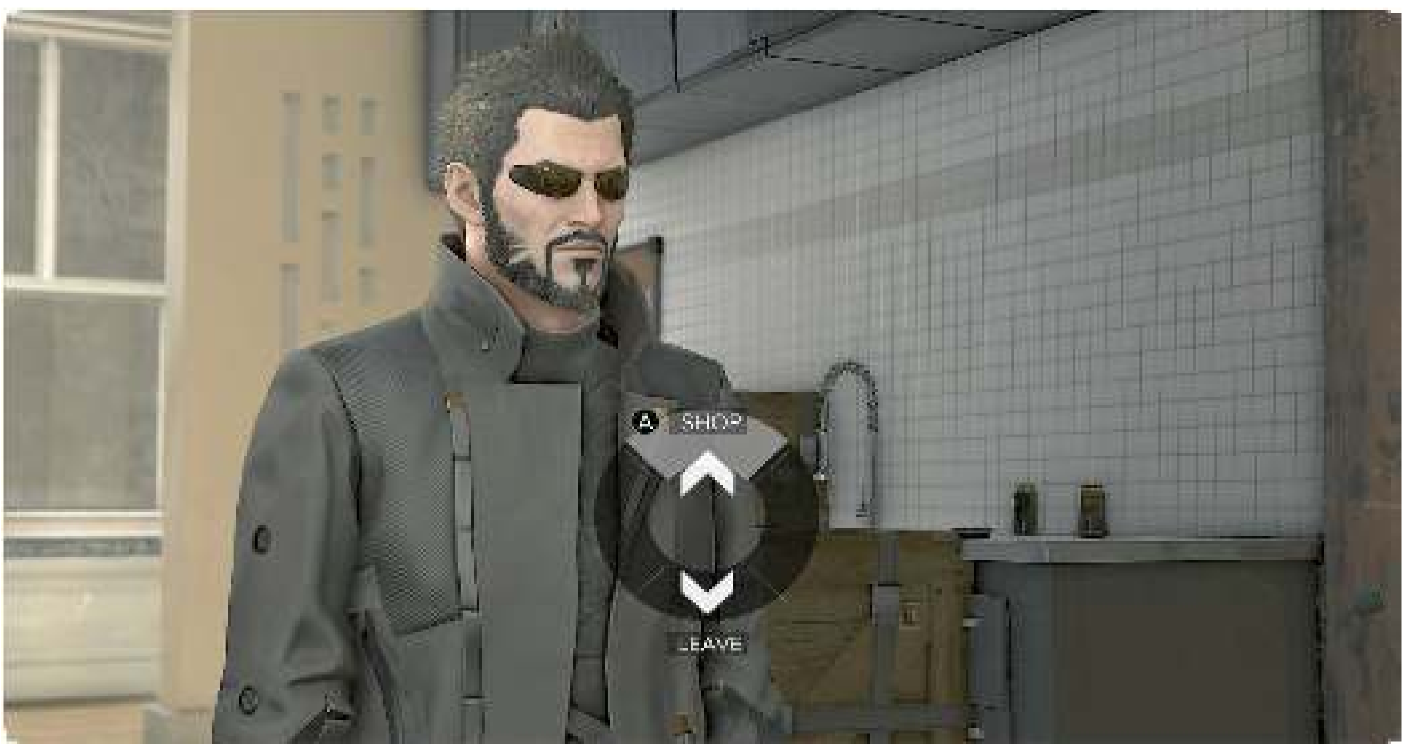
Later in the game, you can pursue two side missions to negate this Overclocking problem: "The Calibrator" and "The Fix." Until then, disable augmentations that you weren't planning to unlock anyway to avoid glitches. For example, if you grab Tesla and Remote Hacking for a stealth run, disable Nanoblade and PEPS.

Gameplay

Making Money in Deus Ex

Credits let you resupply your ammo and equipment, get upgrades, and improve yourself when you're in Prague. Money isn't very useful during your missions away from the city, so make sure to spend well when you're in town so that you have everything you need later on.

SELLING UNNECESSARY ITEMS

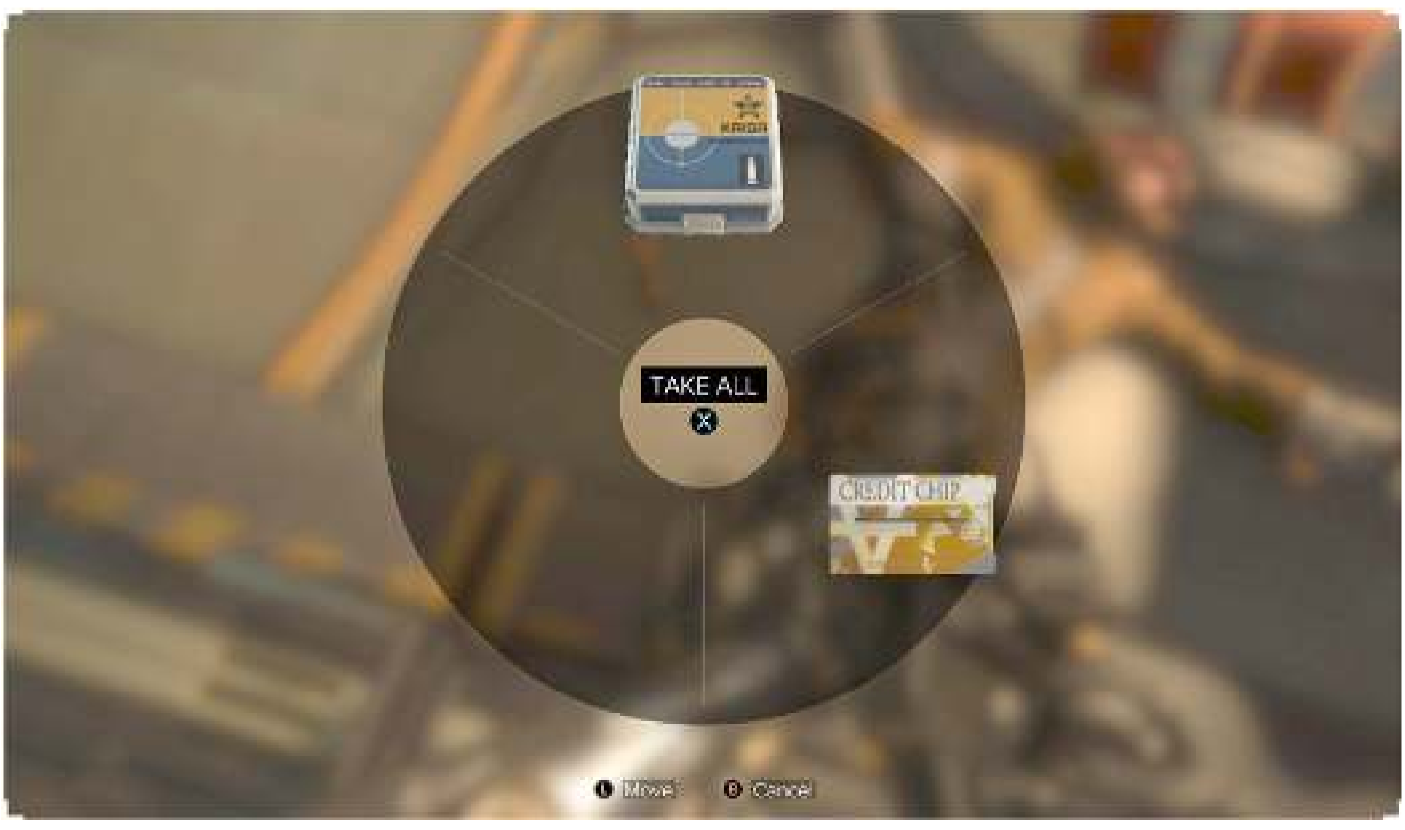


The number one way to accrue money is to sell items you don't need at any of the stores around Prague. Spare weapons are very expensive. As long as you're careful not to sell your favorite upgraded weaponry, this is a superb way to get rich. Bring back Pistols, Machine Pistols, Revolvers, Stun Guns, and other extra weapons then walk away with a few thousand credits. That goes a long way toward purchasing attachments, better ammo, or saving toward a new Praxis Kit.

Never buy weaponry. It's always easier to wait and then find things on your enemies or in weapon storage areas. All of the best items are available at some point in the story missions, so dropping thousands of credits on a gun is usually a waste.

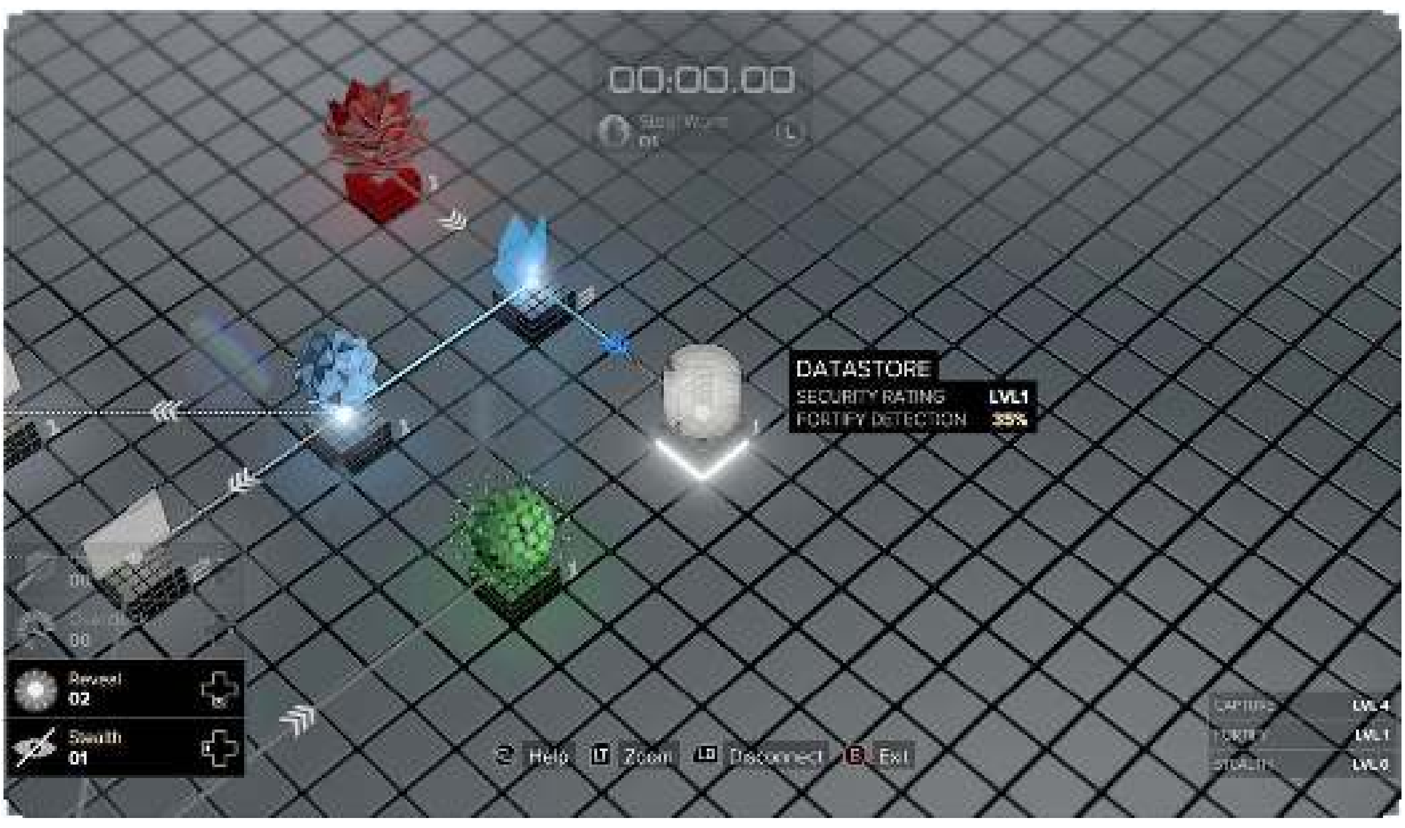
Because extra guns of the same type get converted into ammo, you should sell common weapons as often as possible to make the most cash.

LOOTING BODIES AND SEARCHING



Some enemies are carrying money. You get credits from them, and you also grab credits from sticks that are all over the world. However, these are usually small amounts and supplement only part of your income. The main reason to search bodies is for Pocket Secretaries (for info) and to get ammunition.

EXTRA HACKING



Hacking data nodes unlocks spare software, XP, or money. These aren't huge bonuses, but they're often quick to snag if you're already deep into a system. Wait until your path through the system is almost done and then backtrack to get any data nodes that you've missed.

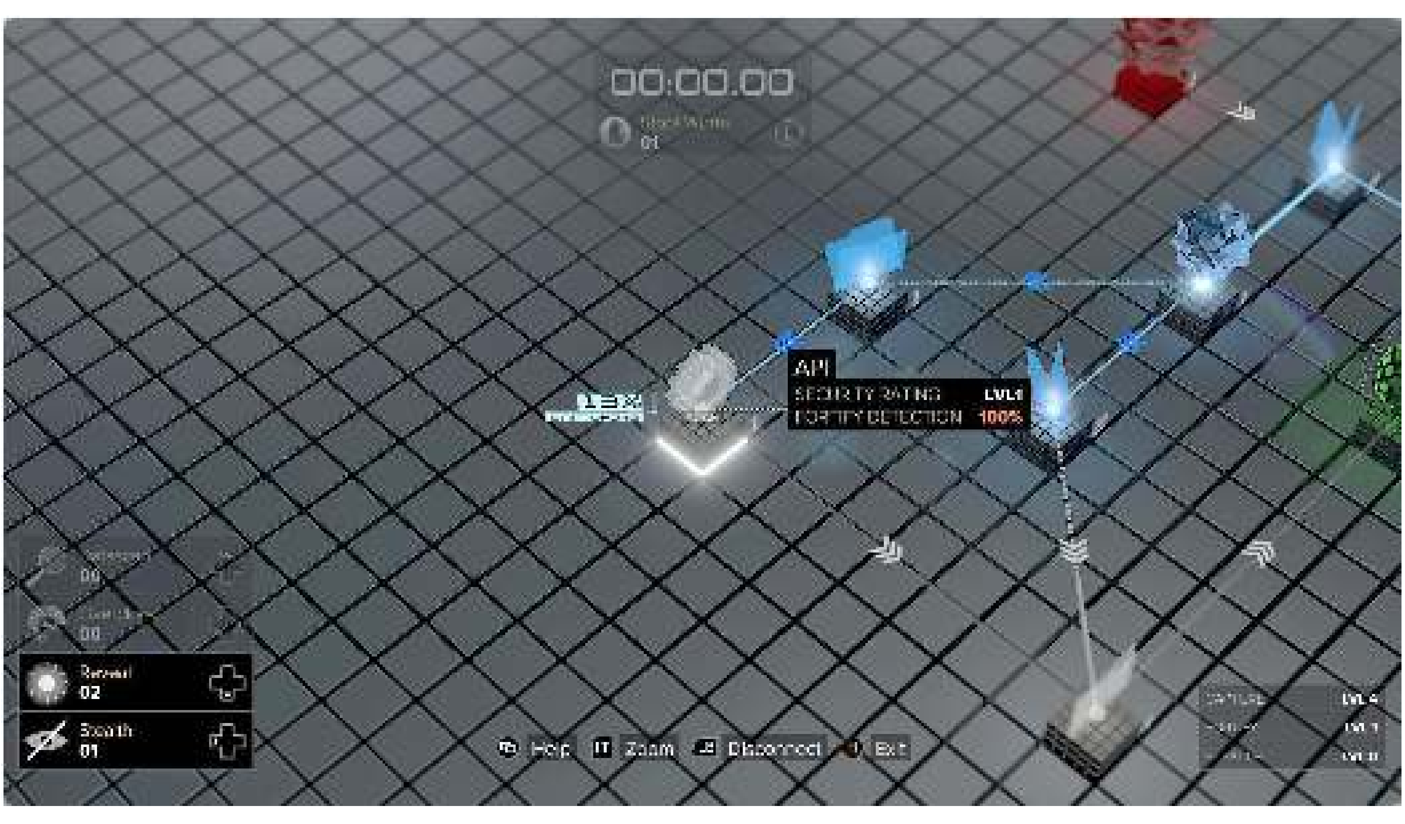
Gameplay

Hacking

This subgame lets you break into terminals and laptops. Success allows you to disable security features, turn them against your enemies, find out information, and unlock different routes. Hacking is huge, and that's why there are so many augmentations devoted to it.

Any type of player might be interested in taking extra Hacking augs. It's never a bad choice.

THE BASICS OF NETWORK INTRUSION

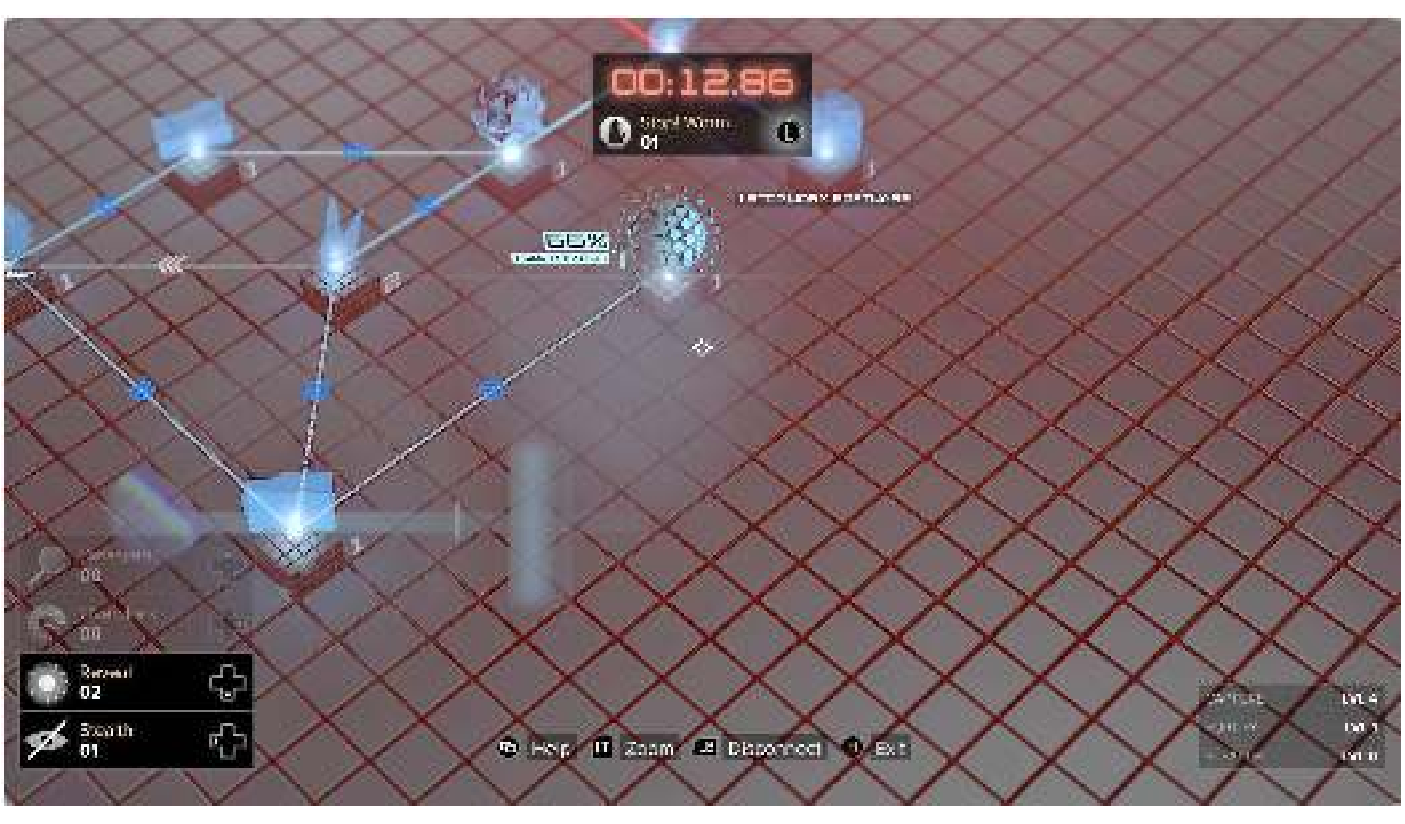


In short, you break into a computer or terminal by interacting with it. This brings up the hacking minigame. Once there, you click on a node to start overwhelming its defenses. The higher the node's level, the more time this takes and the higher the likelihood that the AI will realize that something is wrong.

If you succeed in your capture, the node changes color and is under your control. You are allowed to start attacking any nodes that are connected to the one you just captured unless it has a one-way arrow facing in the wrong direction (these nodes must be secured from another side).

You continue taking nodes until you secure all of the green nodes in the current system OR until you overwhelm the red security nodes. Sometimes the security nodes will be easier to take than the green nodes, so it's smart to look at the network before a trace is triggered so that you have a solid plan of attack.

When you fail to capture a node stealthily, the AI begins a trace. You still get the node you were attacking, but a timer pops up at the top of the screen. When that reaches zero, you're logged out of the system without any benefit to your character. This triggers an alarm and you cannot try to break into the system again until another timer expires, which takes maybe half a minute.



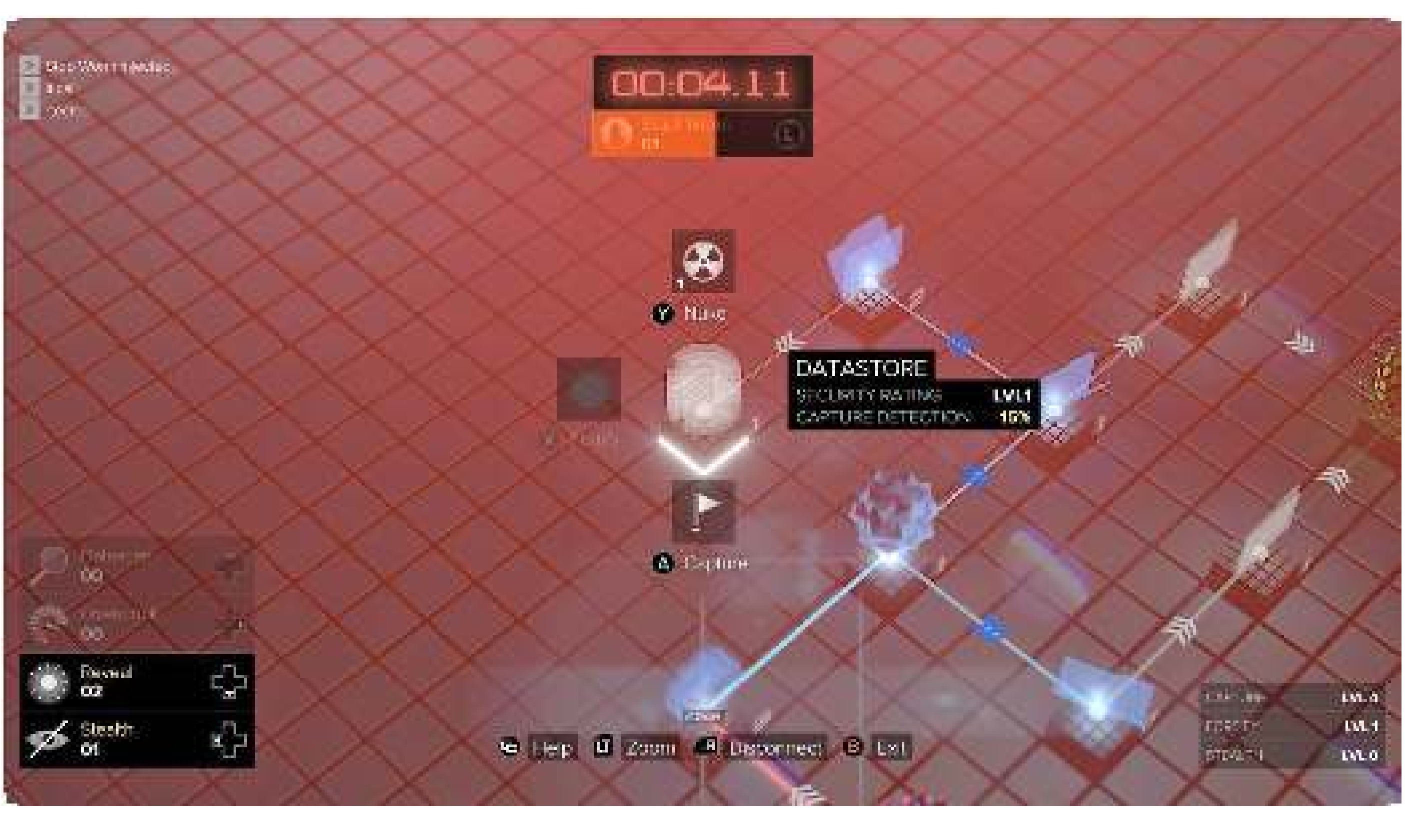
To beat a trace, hurry to the end of a network and capture the green nodes before time runs out. To get an advantage, you can fortify nodes behind you. Fortification is when you improve a node's defenses after you've already captured it. Look at the button prompts to see which button to use, and press that on a node that's under your control.

Fortification can trigger a trace just like capturing can, so don't start fortifying until you think a trace is about to start. This is part science and part art, so we'll explain that about finishing with the basics.

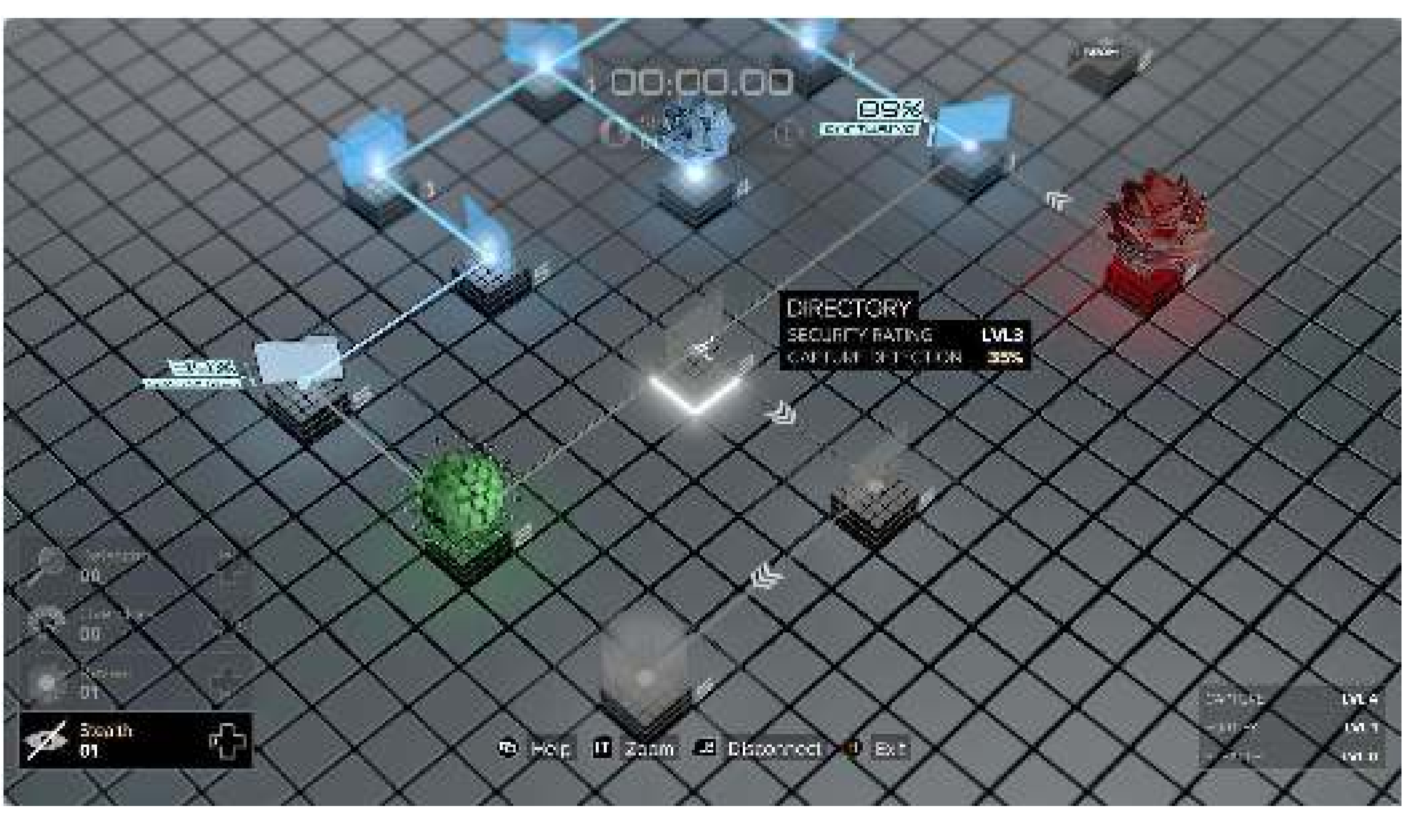
There are several types of software that help you defeat a network.

- **Reveal Software:** Removes the fog that covers many networks so that you can see all of the nodes ahead of time.
- **Stealth Software:** Bypasses firewalls and prevents any chance of AI detection for one capture operation.
- **Stop Worm:** Stops a trace for five seconds.
- **Nuke:** Instantly takes over a node, regardless of its level; this starts a trace if one isn't already active.
- **Datascan:** Shows all datastores on a network.
- **Overclock:** Speeds up all of your actions.

All software is used a single time and then lost, so save these for networks that are giving you the most trouble. Use Datascan or Reveal before doing anything at all when facing high-end networks. Use Stealth before an alert is triggered. Save Stop Worm, Nuke, and Overclock for your desperate rush after a trace begins so that you can rush to the end without failing.



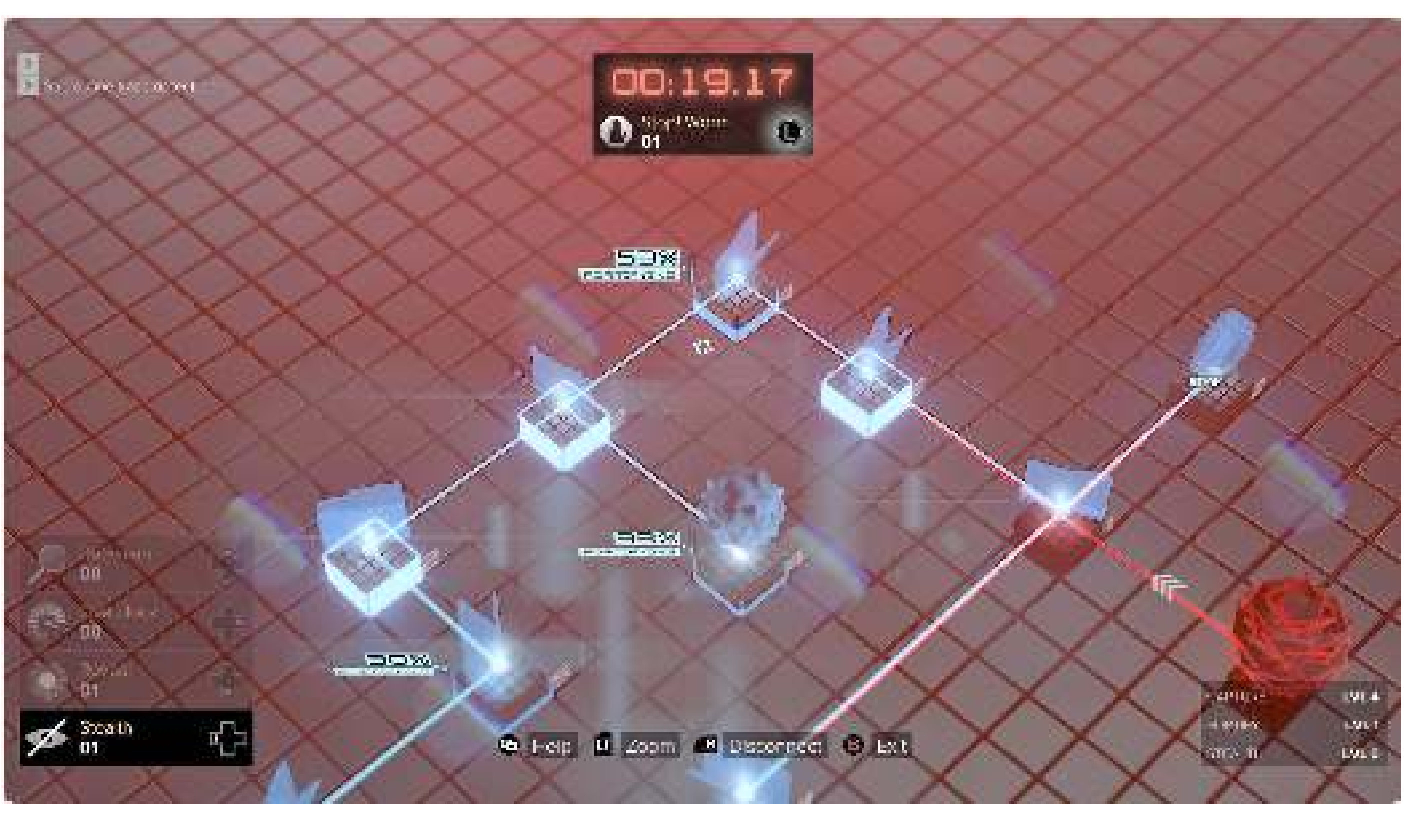
MORE ADVANCED TECHNIQUES



You might not realize this at first, but it's possible to start operations on multiple nodes simultaneously. This is a critical skill for defeating tougher networks. Instead of going from one point to just one other, you might want to start several operations. If you're going after a single, easy node, then it's often worth taking just that one. After all, you're unlikely to be detected, but if the chance of failure is high, then you need to make the most of your time. In that case, send out multiple capture requests and start fortifying all of your existing nodes while the capture operations are processing.

Doing this often triggers the trace, but you start the rush several steps ahead from where you'd be if a single capture request failed.

After that, continue the mad dash by sending capture requests to every single node that you can, and fortifying everything behind you as you capture your way to the finish. Even without many extra Hacking augs, this is a good method. Add extra augs to improve your fortifying and it gets even better (this is not required and is wise only if you have spare Praxis).



Hacking Stealth makes it easier to perform these operations without starting a trace, but it can only go so far. The problem lies in firewalls. These hidden traps immediately start a trace if you attempt to capture their node from a given direction. This won't always be clear (because they're hidden), so you walk into a trace with some frequency when attacking high-end networks. Speed and fortification are just more reliable than stealth, at least in this aspect of the game!

As a final warning about hacking, be sure to position your character carefully before starting a hack. Time doesn't stop when you're going after a network. Patrolling guards may spot your character, start an alert, and attack you! Close doors, shut blinds, and knock out anyone who might notice your hacking attempts before you even think about starting.

Weapons and Consumables

Overview

We know that you've been waiting for this! It's time to get to the cool guns and tools that you find in the game. Even non-lethal players have a few treats to choose from in this chapter!

PISTOL

Stats

Category	Value
Damage Output	15 (30 Max)
Ammo Capacity	15 (38 Max)
Rate of Fire	25 (53 Max)
Accuracy	30
Recoil	20
Reload Speed	80
Mods	Silencer, Laser, Full Auto

The Pistol is a semi-automatic 10mm sidearm. It's fairly accurate at close- or medium-range, and does enough damage to be effective against non-armored targets. Aim for headshots and bring your victims down quickly. Though weak on damage when silenced, this is a good weapon for assassinating unaware targets due to its low ammo costs and ease of use.

REVOLVER

Stats

Category	Value
Damage Output	50 (65 Max)
Ammo Capacity	6 (12 Max)
Rate of Fire	25 (43 Max)
Accuracy	75
Recoil	50
Reload Speed	40
Mods	Laser, Hair Trigger (+30 Rate of Fire)

The Revolver is much harder hitting than the Pistol. It does substantial damage and has very high accuracy as long as you fire slowly and carefully or use it at close- or medium-range. This is a good weapon to turn to when you need to take out armored enemies and other heavy targets. This thing hits like a Shotgun, but fires faster once you get the Hair Trigger upgrade installed on it.

You don't find ammo for the Revolver very often. This means that you have to resupply when you're in town, so it's an expensive weapon to maintain.

STUN GUN

Stats

Category	Value
Damage Output	15 (15 Max)
Ammo Capacity	5 (14 Max)
Rate of Fire	11 (11 Max)
Accuracy	30
Recoil	20
Reload Speed	80
Mods	Laser

The Stun Gun serves a role as a non-lethal ranged weapon. It can't fire very far, but it quickly disables most targets when you hit your victims. Carry this if you're interested in non-lethal runs and want to have something ready while your energy is regenerating. That way, you can Takedown one target and still fight back if someone else appears before you're ready for another Takedown.

MACHINE PISTOL

Stats

Category	Value
Damage Output	20 (35 Max)
Ammo Capacity	30 (60 Max)
Rate of Fire	80 (89 Max)
Accuracy	40
Recoil	40
Reload Speed	65
Mods	Silencer, Holosight, Laser, Full Auto

The Machine Pistol is one of the weaker weapons in the game. It's used by many of the lesser guards and thugs, so ammo is plentifully available for it. However, the low damage and accuracy of the weapon prevent it from being useful except when you need to spray down an area. Precision is out the window, so burn through your ammo without concern, blow down a few unarmored enemies, and then drop or sell the Machine Pistol when you run out of ammo.

COMBAT RIFLE

Stats

Category	Value
Damage Output	35 (50 Max)
Ammo Capacity	30 (48 Max)
Rate of Fire	60 (72 Max)
Accuracy	55
Recoil	40
Reload Speed	50
Mods	Silencer, Holosight, Scope, Laser, Semi Auto

Combat Rifles are common weapons in the game. They're a staple of security forces, police, and criminals. Sporting decent damage and good stats, they're a go-to under a wide range of circumstances. Use these most often at medium range to dominate most other weapons. Battle/Sniper Rifles are superior at long range. Shotguns and Pistols have advantages up close. Nothing beats Combat Rifles for the middle. Stay behind cover, pop out for bursts against incoming enemies, and search bodies for ammo. Unless you're trying for zero fatalities, it's always wise to have a Combat Rifle in your inventory.

We suggest that you purchase the Semi Auto upgrade for these weapons. You save so much ammo from this, and your accuracy is outstanding if you only fire single shots. Get this, upgrade your damage, and watch the Combat Rifle become almost as effective as a Battle Rifle.

BATTLE RIFLE

Stats

Category	Value
Damage Output	60 (75 Max)
Ammo Capacity	10 (10 Max)
Rate of Fire	10 (25 Max)
Accuracy	80
Recoil	60
Reload Speed	70
Mods	Holosight, Scope, Laser

Battle Rifles are high-end weapons that are good at medium- and long-range combat. They do impressive damage and can kill almost any enemy quickly. You get the most out of Battle Rifles when you slap a Holosight and Laser on them. Upgrade your damage and rate of fire, and then you're in heaven—or your enemies are. Scopes are better for combat at max range, but the Holosight gives you flexibility even when enemies start to close the gap toward your position.

Ammo for Battle Rifles is uncommon, but it's not as bad as Sniper Rifles. Just remember to stock up a little when you're in Prague so that you have a good supply ready to go when you're deep in a mission.

SNIPER RIFLE

Stats

Category	Value
Damage Output	70 (85 Max)
Ammo Capacity	5 (11 Max)
Rate of Fire	12 (21 Max)
Accuracy	85
Recoil	65
Reload Speed	40
Mods	Laser

The Sniper Rifle is your usual weapon for long-range assassination attacks. While the Battle Rifle can be used in this role, that weapon is also good at taking out targets in a protracted skirmish. The Sniper Rifle starts fights, but shouldn't be used if any targets survive and start to dodge, close on your position, and so forth.

One tactic is to fire on distant enemies, get a few kills, and then back up to a safe spot without being in your enemies' line of sight. Switch to a Shotgun, and then ambush oncoming foes as they come around the corner.

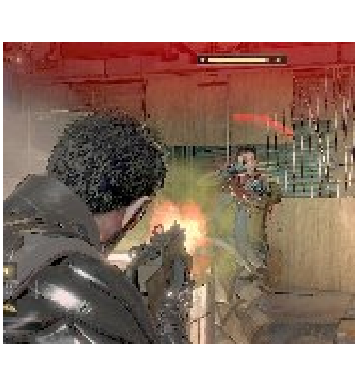
LANCER RIFLE

Stats

Category	Value
Damage Output	85 (100 Max)
Ammo Capacity	3 (3 Max)
Rate of Fire	5 (5 Max)
Accuracy	100
Recoil	60
Reload Speed	60
Mods	Silencer

You won't find Lancer Rifles very often; they're ultra high-end Sniper Rifles. With maximum lethality, they are the ultimate choice for popping heads. Zoom in at long range against unwary targets, and kill them with a single shot. Only extremely well armored enemies have any chance to return fire.

Make sure to switch to a close quarters weapon after you finish sniping. The Lancer Rifle has no place in short-range or even medium-range combat. To give yourself more time to snipe safely, consider a Silencer for the Lancer. Though this reduces its damage to 60, you still get one-shot kills much of the time, and your enemies won't realize that anything is attacking them until someone stumbles into all of the bodies.



TACTICAL SHOTGUN

Stats

Category	Value
Damage Output	70 (85 Max)
Ammo Capacity	6 (12 Max)
Rate of Fire	33 (51 Max)
Accuracy	30
Recoil	40
Reload Speed	70
Mods	Silencer, Laser, Burst Fire

The Tactical Shotgun lacks range and threat against distant targets, but it's a nightmare up close. You have to watch out for anyone carrying one of these. People who run right up to Jensen during a fight are usually wielding a Shotgun, and they'll kill you in a shot or two if you're not prepared. Use Takedowns to stop them if you can't shoot the enemies during their charge.

In your hands, Tactical Shotguns are just as deadly. Headshots are wonderful, but they're not a requirement. Many of your adversaries die outright if they take a blast to the upper body. The stopping power of these weapons is high enough that they even damage, stagger, and eventually kill foes in Exo Suits (normally the type of targets that you don't want to mess with).

Always upgrade your damage output as soon as possible. Once that's done, your Tactical Shotgun hits like a freaking Sniper Rifle, except it's easier to aim. Stay around a corner, shoot from cover, and laugh at anyone who thinks they'll survive against you.

DEVASTATOR SHOTGUN

Stats

Category	Value
Damage Output	70 (85 Max)
Ammo Capacity	32 (32 Max)
Rate of Fire	50 (50 Max)
Accuracy	40
Recoil	50
Reload Speed	30
Mods	None

There aren't many Devastators in this game, but if you search carefully you'll find them here and there. These weapons operate like Tactical Shotguns, but their ludicrous ammo supply and fast reload speed mean that you can overpower everything just by throwing your ammo at them. Save these for big fights against the scariest enemies (Exo Suits, large groups, etc.).

TRANQUILIZER RIFLE

Stats

Category	Value
Damage Output	50 (50 Max)
Ammo Capacity	6 (12 Max)
Rate of Fire	20 (20 Max)
Accuracy	81
Recoil	30
Reload Speed	45
Mods	Laser

The Tranquilizer Rifle is probably the number one weapon for every stealth player out there. The Tesla augmentation is also great and Stun Guns fill a niche, but the Tranq Rifle can do things that are very hard to achieve by any other means.

With this rifle, you get long range, high accuracy, and a non-lethal attack. Plus, you can start the game with one of them, making it a staple of non-lethal playthroughs. Ammo is somewhat scarce, but you can buy more in Prague to ensure that you don't run out.

Despite being non-lethal, you still want headshots every time. It takes way longer to drop someone from a body attack. They can still spot you during that time, risking your Ghost/Smooth Operator status. That's why it's important to use cover, get those headshots, and hide while your victims drop.

Extra attacks with the rifle speed boost the tranquilizing process, but this is often a waste of ammunition. Instead, use your time to set up your attack on any other guards who have a chance of seeing their buddy drop.

GRENADE LAUNCHER

Stats

Category	Value
Damage Output	80 (80 Max)
Ammo Capacity	6 (6 Max)
Rate of Fire	40 (40 Max)
Accuracy	60
Recoil	35
Reload Speed	20
Mods	None

Grenade Launchers appear in the late game. They can fire all types of standard grenades (except for Smoke). Thus, you can disable or kill most targets with considerable speed when you use these heavy weapons. There's nothing quiet about your options here, but at least you effectively get a pile of free grenades when you find one.

Secondary Weapons

FRAGMENTATION GRENADES/MINES

Fragmentation Grenades deal heavy damage to everything close to their explosion site. They're lethal, loud, and are certain to trigger an alert if there's anyone guarding the area who isn't 100% dead.

To be really mean, use a Mine Template with a Frag Grenade and place it around a corner. Make noise nearby to lure a guard over, then hide as they approach. It's overkill, and it isn't fair, but it is fun.

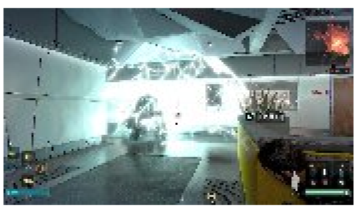
CONCUSSION GRENADE/MINES

These are non-lethal weapons. They give you the ability to stun your targets, who are blinded for a moderate period, giving you a chance to hit them with Takedowns, Stun Gun shots, or other non-lethal weapons.

GAS GRENADE/MINES

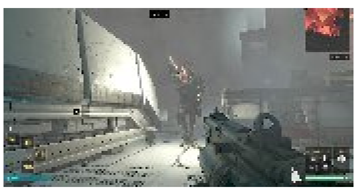
Gas Grenades knock out their victims, leaving them alive, but incapacitated. They cover a substantial area with their disabling effects, but it takes more time for them to operate compared to Concussion Grenades.

If you have a Rebreather, these weapons let you gain a huge advantage in your fights. Your enemies collapse unless they have helmets (gas masks) or are robotic in nature.



EMP GRENADE/MINES

EMP weapons temporarily disable inorganic targets and Augs. Use these to help destroy drones, robots, and guards that are using some of the more powerful abilities (Invisibility, Titan, etc.). This also works against Exo Suits and a certain boss to disable them briefly while you go in with a Takedown.



SMOKE GRENADE/MINES

Smoke Grenades don't hurt anyone, but they provide an obscuring effect so that you can cross an area without taking much fire from enemy combatants. Used outside of combat, these devices get people's attention, but don't always trigger an alarm. Make sure no one sees you throwing the grenade and it'll be fine.

Consumables and Items

ALCOHOL

There are several varieties of alcohol in the game, but all of them have a similar effect. These consumables restore health to your character, but leave your vision distorted for a moderate period. Use them when you're escaping from enemies and don't need to aim for the next 30 seconds or so.

Because you can also boost for maximum health with Alcohol, it's sometimes useful to drink heavily before a big fight starts. That way, you get the benefits of increased max health, but you can wait to start the fight when the negative effects wear off. The positive effects take longer to dissipate, so you end up with clear vision long before you lose your bonus health.

BIOCELL

Biocells instantly restore a large amount of maximum energy. They're a lifesaver when you need to use your abilities and can't wait for natural regeneration to get you what you need. Save these for major challenges so that you always have a few to spare.

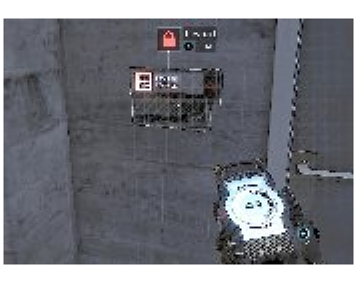
HACKING SOFTWARE
DATASCAN

DATASCAN SOFTWARE

Use this during hacking to reveal hidden datastores. These locations get you free XP or money, so they're useful to grab before you finish your hack.

HYPOSTIM

Hypostims instantly restore a major portion of lost health. Save them for big battles when the risk of death is substantial, and let your natural regeneration, Alcohol, and Painkillers do the work for less serious confrontations.



MULTITOOL

Multitools let you break into anything (once). Each Multitool is destroyed when used, so save them for high-end hacks that are above your character's skill level. In general, level 5 security systems warrant this the most, but even many of them have codes that can be discovered if you hack lesser systems close by and discover the numbers you need. Wait to use a Multitool until you're really stumped on an important door or safe.

HACKING SOFTWARE
NUKE

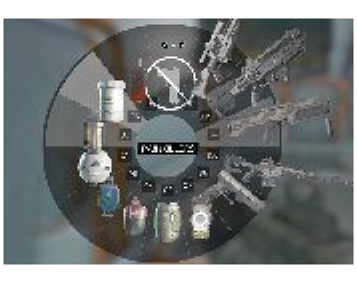
NUKE SOFTWARE

Nukes instantly overrun a node during the hacking minigame. They set off a trace, so you really shouldn't use them unless you've already had a trace begin and need to hit a high level node very quickly. If there isn't a trace running, just try to take the node normally. Until the clock is ticking, the extra time doesn't cost you anything.

HACKING SOFTWARE
OVERCLOCK

OVERCLOCK SOFTWARE

Overclock makes your capture and fortify actions go much faster during the hacking minigame. Wait until a trace begins, and then use this as a way to rip through the rest of the system as quickly as you can.



PAINKILLERS

Painkillers, like Alcohol, either restore lost health or give you a temporary boost to your maximum health if you're already healed. These items don't have any downsides, so they're really powerful when you're preparing for a major confrontation.

PRAXIS KIT

Praxis Kits give you a free Praxis point, just as if you'd gained a level. They're worth a huge amount of money and are found in only a few areas. Some merchants sell them, but you need to stock up on your money before it's possible to buy even one.

HACKING SOFTWARE
REVEAL

REVEAL SOFTWARE

Some computer networks have fog that limits your ability to see the nodes farther into the system. Use Reveal to lift the fog so that you can plan a good course between yourself and the nodes you really want to capture.

HACKING SOFTWARE
STEALTH

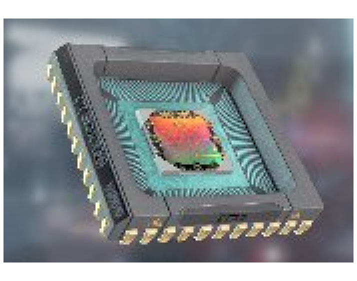
STEALTH SOFTWARE

This software makes it impossible for a system to detect your capture operations (even if a Firewall is in place). Use this on extremely high end nodes to ensure your stealthy success.

HACKING SOFTWARE
STOP

STOP WORM

Tap this software to buy yourself several precious seconds once a trace begins. Save these for a last-ditch moment to prevent an alarm from being triggered; using them prematurely is a waste because you might make it to the end of the hack with time to spare.



VALUABLES

Several of the items in the game have no use except as goodies to sell to merchants. They're worth a fair amount of money, so keep an eye out for these items as you search through the levels: Gyroscopic Regulator, Steam Processor Chip, Hydraulic Micropump, Neuropozyne.

Neuropozyne occasionally has special value when trading with certain NPCs (for information). That's the only one in this group that is sometimes worth saving.

Weapon Attachments

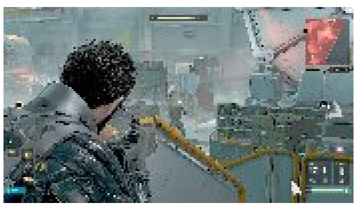
SILENCER

Silencers drop weapon damage by a fair amount, but they stop the sound of your attacks from alerting people over a wide area. If you take the time to line up headshots against unarmored foes, this lets you assassinate targets in relative safety. There is still some noise, but it's not enough to trigger instant alarms unless you're really close to someone when you fire.

You can also lure guards away from their positions. Use a silenced weapon to shoot an out-of-the-way wall or object. The sound is minor, so a guard may go to investigate without being alerted; they'll only be suspicious. Ambush them from behind, knock them out, and drag their bodies away from that spot. This can be repeated to lure multiple enemies to the same ambush point.

LASER

These mods upgrade a weapon's aim, making them easier to use. You get more headshots, waste less ammunition, and can win fights that much faster. All of your favorite weapons should be augmented with a laser as long as you can find one. They're normally hidden in weapon storage closets.



HOLOSIGHT

These reduce recoil and raise the accuracy of a weapon by a modest margin. They're extremely powerful, and should be placed on your favorite medium- or long-range weapons. You can't have both a Holosight and a Scope at the same time, so the choice has to be for active firefights (Holosights are way better here) or sniping (take the Scope).

SCOPE

Scopes make it a bit harder to use a weapon during an active battle, but they ensure extremely high accuracy at long range. If you want a weapon for sniping purposes, this is the mod that you need the most.

Augmentations

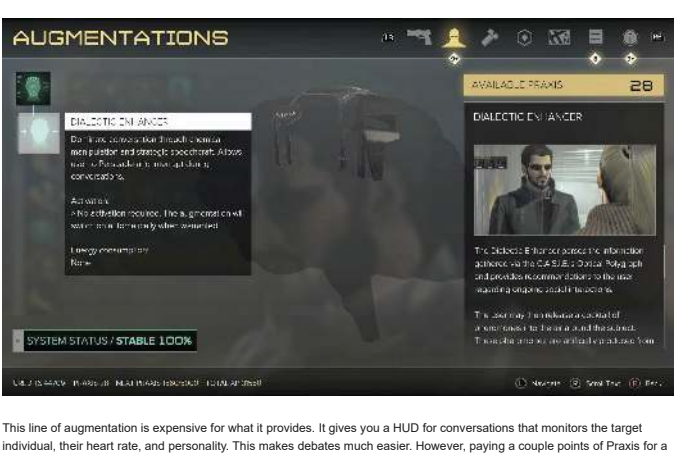
Overview

It’s time to look through all possible upgrades for your character. We explain in the gameplay area about Overclocking and Praxis Kits to provide a basic understanding of how to unlock and manage these options. Here we focus on what each of these powers does.

Augmentations

Regular Augmentations

SOCIAL ENHANCER



This line of augmentation is expensive for what it provides. It gives you a HUD for conversations that monitors the target individual, their heart rate, and personality. This makes debates much easier. However, paying a couple points of Praxis for a line that doesn't help often is rough in the early or mid-game. Later in the game, however, some conversations paths are only available if you have the Social Enhancer augmentation. Consider investing in this if you want every possible conversation path open to you.

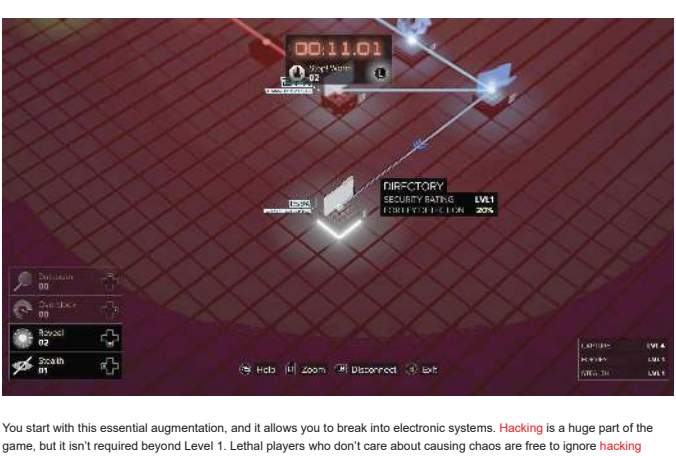
Dialectic Enhancer

Effects: Assist with conversations to aid in extracting information

Energy Consumption: None

Notes: None

HACKING CAPTURE



You start with this essential augmentation, and it allows you to break into electronic systems. Hacking is a huge part of the game, but it isn't required beyond Level 1. Lethal players who don't care about causing chaos are free to ignore hacking entirely, but stealth players and completionists should pursue this heavily. Hacking gets you XP, additional story information, and makes multiple encounters easier to avoid or defeat!

Hacking Capture Level 2

Effects: Breaches level 2 electronic systems

Energy Consumption: None

Notes: None

Hacking Capture Level 3

Effects: Breaches level 3 electronic systems

Energy Consumption: None

Notes: This is a good place to stop for players who don't rely on pure stealth.

Hacking Capture Level 4

Effects: Breaches level 4 electronic systems

Energy Consumption: None

Notes: None

Hacking Capture Level 5

Effects: Breaches level 5 electronic systems

Energy Consumption: None

Notes: Go all the way up if you're pursuing Ghost and Smooth Operator bonuses.

Camera Domination

Effects: Lets you disable or commandeer cameras

Energy Consumption: None

Notes: Essential for stealthy play. When you get into a security computer, you gain the ability to turn off all associated cameras attached to that device.

Turret Domination

Effects: Lets you disable or commandeer turrets

Energy Consumption: None

Notes: This extends your domination to turrets. These can often be avoided if you know the layout of a level well. In addition, you won't want to commandeer a turret because their kills will still count as your kills, thus negating a non-lethal run.

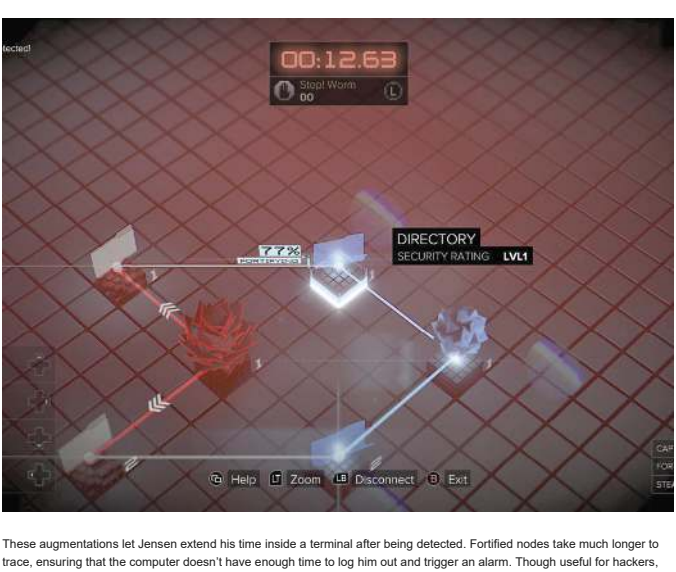
Robot Domination

Effects: Lets you disable or commandeer Robots

Energy Consumption: None

Notes: Robots are less common and suffer from the same lethality issue as turrets. This is non-essential for stealth and non-lethal players, and is only moderately useful for others because they're able to combat Robots through many other means.

HACKING FORTIFY



These augmentations let Jensen extend his time inside a terminal after being detected. Fortified nodes take much longer to trace, ensuring that the computer doesn't have enough time to log him out and trigger an alarm. Though useful for hackers, this line isn't nearly as powerful or important as both Hacking Capture and Hacking Stealth. Take this group last.

Because you can be detected when you Fortify a node, it's best to wait and Fortify everything right after the AI starts its trace. That way, you can get as far as possible through pure stealth, and still benefit from slowing the computer if things start to go wrong.

Hacking Fortify 1.1

Effects: Slows traces against the fortified node

Energy Consumption: None

Notes: None

Hacking Fortify 1.2

Effects: Further slows traces against the fortified node

Energy Consumption: None

Notes: None

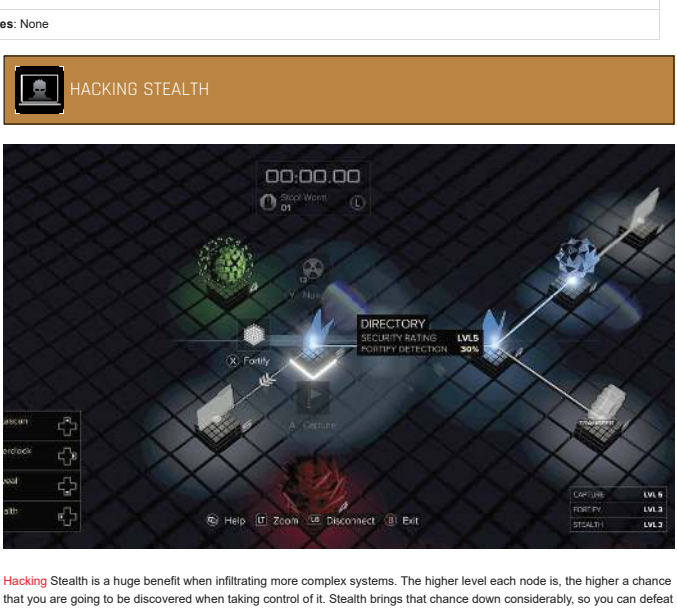
Hacking Fortify 1.3

Effects: Severely slows traces against the fortified node

Energy Consumption: None

Notes: None

HACKING STEALTH



Hacking Stealth is a huge benefit when infiltrating more complex systems. The higher level each node is, the higher a chance that you are going to be discovered when taking control of it. Stealth brings that chance down considerably, so you can defeat better and better security systems without failing and causing an alarm.

There is still an element of luck to hacking. Even with high Stealth, you can fail on your first node and end up getting logged out soon after (with an alarm being raised). That's why even the best hackers should carry extra software, to ensure that they have some padding when things go wonky.

Code-Level Rootkit Ver. 1.0

Effects: Reduces chance of detection during node capture by 15%

Energy Consumption: None

Notes: None

Regenerative Rootkit Ver. 2.0

Effects: Reduces chance of detection during node capture by 30%

Energy Consumption: None

Notes: None

Polymorphic Rootkit Ver. 3.0

Effects: Reduces chance of detection during node capture by 45%

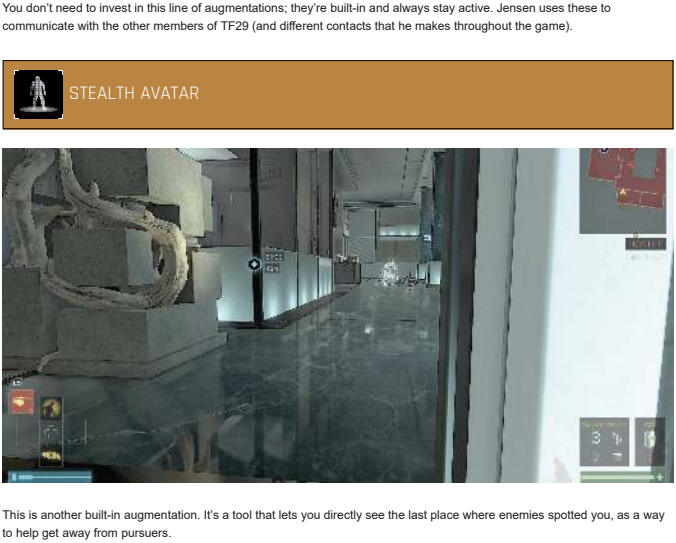
Energy Consumption: None

Notes: Minor hackers or those who reload when they fail at hacking can stop before hitting this tier of Hacking Stealth. Players that don't reload and really care about exploration should take this all the way up. We suggest getting this by mid-game, at latest, if you're going to get it at all!

INFOLINK

You don't need to invest in this line of augmentations; they're built-in and always stay active. Jensen uses these to communicate with the other members of TF29 (and different contacts that he makes throughout the game).

STEALTH AVATAR



This is another built-in augmentation. It's a tool that lets you directly see the last place where enemies spotted you, as a way to help get away from pursuers.

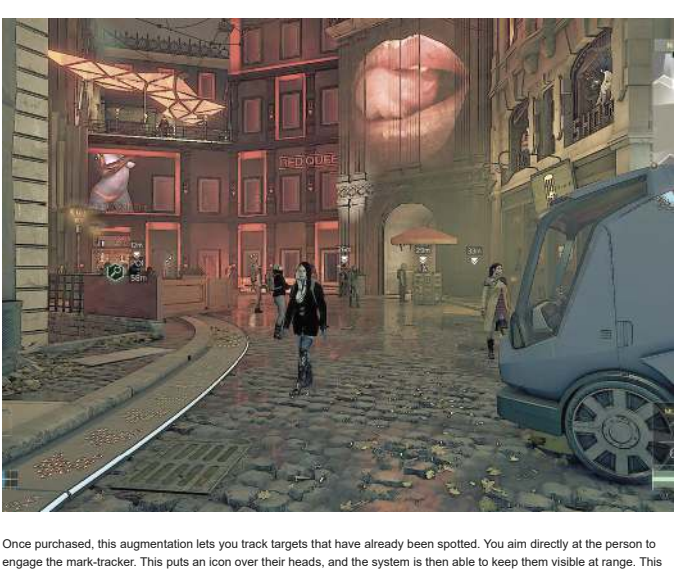
Retinal Imager

Effects: Displays your last known position

Energy Consumption: None

Notes: None

LIDAR MARK-TRACKER



Once purchased, this augmentation lets you track targets that have already been spotted. You aim directly at the person to engage the mark-tracker. This puts an icon over their heads, and the system is then able to keep them visible at range. This works even if they go behind walls.

The mark-tracker isn't necessary for most stealth missions. If you watch your radar well, it's easy to see where targets are patrolling. This is a modest quality of life improvement for stealthers, but nothing more. Aggressive players shouldn't consider it, because it won't be of substantial use to them.

Base-Grade Mark Antenna

Effects: Tracks up to 10 targets

Energy Consumption: None

Notes: None

Mid-Grade Mark Antenna

Effects: Tracks up to 25 targets

Energy Consumption: None

Notes: None

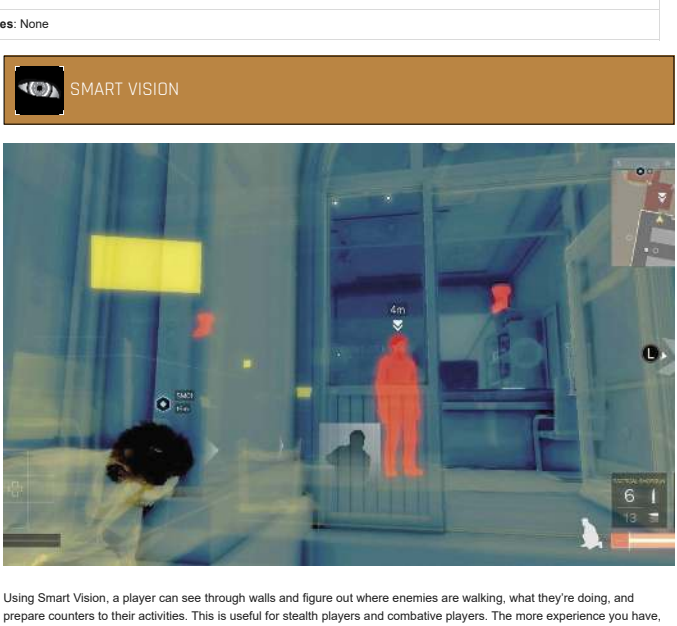
Hi-Grade Mark Antenna

Effects: Tracks up to 40 targets

Energy Consumption: None

Notes: None

SMART VISION



Using Smart Vision, a player can see through walls and figure out where enemies are walking, what they're doing, and prepare counters to their activities. This is useful for stealth players and combative players. The more experience you have, the less this is a required investment, but it's never a bad choice.

The farther you go into this line of augmentations, the better it gets. The high energy cost early on makes Smart Vision way too painful to rely on. Once it's down to low energy use, it becomes very accessible.

Wall-Penetrating Imager

Effects: Locates targets through walls and other solid objects

Energy Consumption: High

Notes: Use this in quick bursts to spot enemies.

Rough Transmitter Tuning

Effects: Unchanged

Energy Consumption: Medium

Notes: None

Fine Transmitter Tuning

Effects: Unchanged

Energy Consumption: Low

Notes: If you're getting Smart Vision at all, go for this level of it! The reduced power consumption is a must-have aspect of the augmentation line.

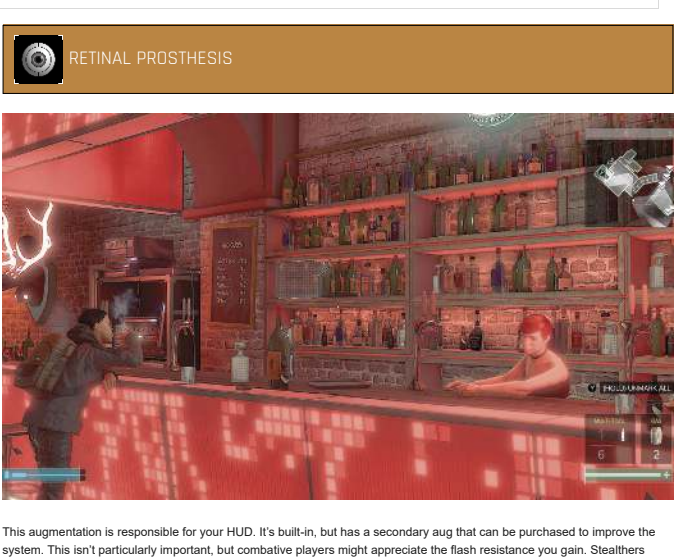
Magpie

Effects: Highlights useful items when Smart Vision is on

Energy Consumption: Low

Notes: Some people will argue against taking this, but newer players tend to miss a huge number of good items because they don't know where to search. Magpie lets you find tons of extra scrap, ammunition, and other goodies. For your first playthrough of the game, this is a very good investment. During replays, you can probably ditch Magpie and rely on your instincts for places to search.

RETINAL PROSTHESIS



This augmentation is responsible for your HUD. It's built-in, but has a secondary aug that can be purchased to improve the system. This isn't particularly important, but combative players might appreciate the flash resistance you gain. Stealthers shouldn't even worry about it.

Retinal HUD

Effects: Displays the HUD and VR

Energy Consumption: None

Notes: None

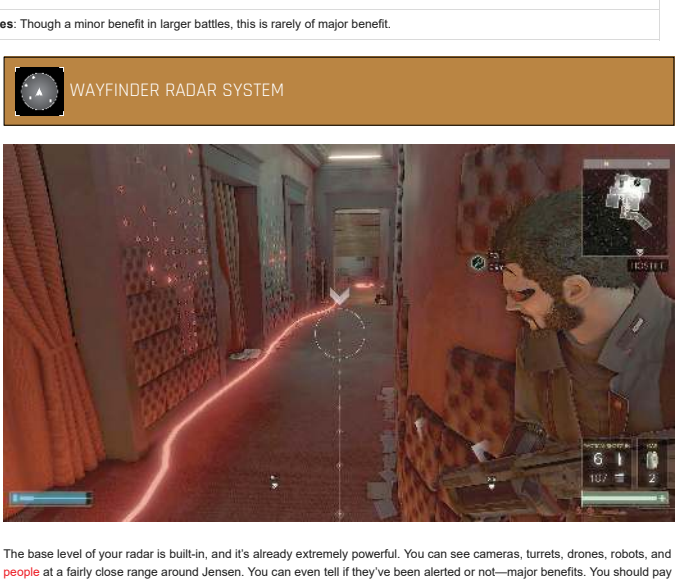
Flash Suppressant

Effects: Prevents the effects of harsh light changes from grenades, explosions, etc.

Energy Consumption: None

Notes: Though a minor benefit in larger battles, this is rarely of major benefit.

WAYFINDER RADAR SYSTEM



The base level of your radar is built-in, and it's already extremely powerful. You can see cameras, turrets, drones, robots, and people at a fairly close range around Jensen. You can even tell if they've been alerted or not—major benefits. You should pay attention to your radar at all times, as any type of player.

Further investment in the radar system is not mandatory, but it still helps so much. Combative players gain an edge because they can tell where enemies are looking and set up better attacks. Stealthers have an easier time sneaking around active guards and seeing how they look around as they follow their patrol routes.

Though you probably won't invest in these augmentations in the early game, they are wonderful purchases mid-game.

Radar Alarm Timer

Effects: Displays the amount of time until an alert ends

Energy Consumption: None

Notes: When you see "Search Completion" below your radar, that's the time until an alert finishes.

Topographics

Effects: Improves the radar's display of walls and barriers

Energy Consumption: None

Notes: None

Range Boost

Effects: Extends the radar's range so that your HUD shows way more area around Jensen

Energy Consumption: None

Notes: A minor benefit in combat, but fairly significant benefit in stealth because you can "see" people before they're able to have an easy line of sight on you. This avoids accidental spottings.

Vision Feedback

Effects: Displays everything's field of view on the radar

Energy Consumption: None

Notes: A massive improvement when avoiding turrets, cameras, patrollers, etc.

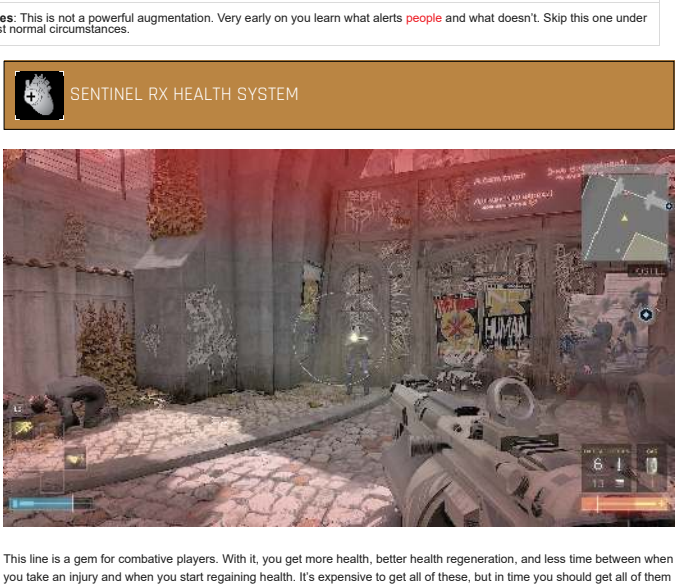
Noise Feedback

Effects: Sound waves generate visually on your radar, making it more obvious how loud you are

Energy Consumption: None

Notes: This is not a powerful augmentation. Very early on you learn what alerts people and what doesn't. Skip this one under most normal circumstances.

SENTINEL RX HEALTH SYSTEM



This line is a gem for combative players. With it, you get more health, better health regeneration, and less time between when you take an injury and when you start regaining health. It's expensive to get all of these, but in time you should get all of them if you like engaging in combat. We suggest getting the Rhino Dermal Armor first if that's your style of play because it's cheaper and has a huge benefit for survivability. Then, come over here and make yourself into a living tank.

If you're picking up combat, go after maximum health improvements early, and let the regeneration rate and delay wait until later. If you're hurt but survive, you can always leave battle, hide, and get everything back even with the default augs. Thus, max health trumps both of the other lines. They're just good to get later.

Civilian Settings Defib

Effects: Regenerates health

Energy Consumption: None

Notes: None

Medical Settings Defib

Effects: Improves rate of regen

Energy Consumption: None

Notes: None

Military Settings Defib

Effects: Greatly improves rate of health regeneration

Energy Consumption: None

Notes: None

Angiogenesis Protein Therapy

Effects: Sets your health to 100 points

Energy Consumption: None

Notes: None

Synthetic Growth Factors

Effects: Sets health to 125

Energy Consumption: None

Notes: None

Uninhibited Angiogenesis

Effects: Sets health to 150

Energy Consumption: None

Notes: This is a must-have for all combative players.

Factory Regen Delay

Effects: Cause a long delay before health regeneration begins

Energy Consumption: None

Notes: None

Sentinel Regen Delay

Effects: Improves the response time before health regeneration begins

Energy Consumption: None

Notes: None

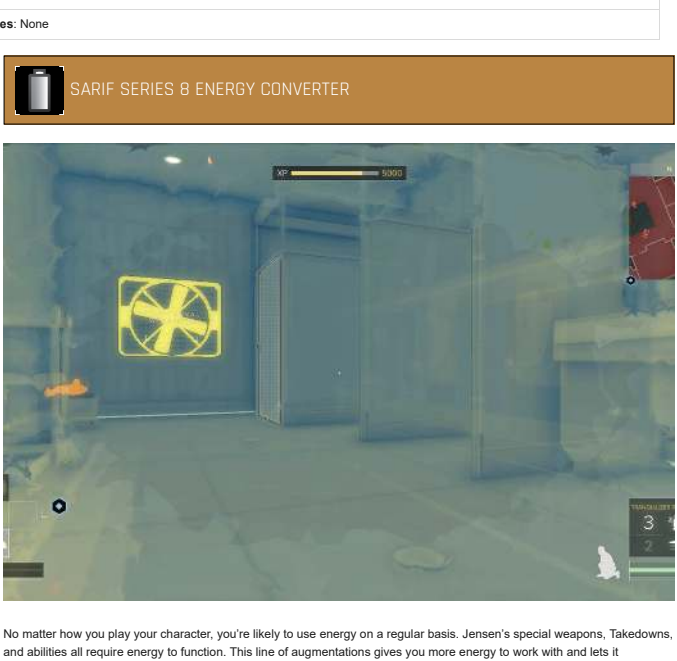
Elite Regen Delay

Effects: Dramatically shortens the time before health regeneration begins

Energy Consumption: None

Notes: None

SARIF SERIES 8 ENERGY CONVERTER



No matter how you play your character, you're likely to use energy on a regular basis. Jensen's special weapons, Takedowns, and abilities all require energy to function. This line of augmentations gives you more energy to work with and lets it regenerate faster.

Almost everyone should get these. If you aren't dying much and can get where you need to go, buy these early as massive quality of life improvements. If you're dying, get some health and defense first. If you're unable to get where you need to go, improve your hacking, jumping, lifting, etc.

Cautious Recharge Rate

Effects: The baseline speed for energy restoration

Energy Consumption: None

Notes: None

Efficient Recharge Rate

Effects: Speeds up energy restoration

Energy Consumption: None

Notes: None

Peak Recharge Rate

Effects: Maximum energy restoration speed

Energy Consumption: None

Notes: This is probably the best augmentation in the line. Maximum energy is good to have, but players who use it frequently are still going to run out all the time. Having fast regeneration often means the difference between easy Takedown and "Oops, I just got spotted." The same thing is true when you use Invisibility and many other energy-hungry systems.

Standard Capacity Biocells

Effects: Your default maximum energy levels

Energy Consumption: None

Notes: None

Enhanced Capacity Biocells

Effects: Substantially improves your maximum energy levels

Energy Consumption: None

Notes: None

Ultra-Capacity Biocells

Effects: Gives you maximum energy levels

Energy Consumption: None

Notes: None

Safe Recharge Delay

Effects: This is the default delay before energy recharging begins

Energy Consumption: None

Notes: None

Moderate Recharge Delay

Effects: Reduces the energy recharge delay

Energy Consumption: None

Notes: None

Quick Recharge Delay

Effects: The minimum delay time for energy recharge

Energy Consumption: None

Notes: This has less of an impact compared to buying Peak Recharge Rate. You save a couple of seconds on your recharge time, but Peak Recharge Rate saves way more unless you're just getting back a tiny amount. We suggest that you buy both, and early! But get Peak Recharge Rate first, and then come here later for the best possible amount of renewable energy.

IMPLANTED REBREATHER

Gas grenades and toxic areas cause Jensen to take damage over time. This augmentation prevents that for a minor cost in energy. Useful at times, this is still not a major part of the game and can get ignored to save on Praxis. You can even use this as an aug to turn off if you're Overclocking an experimental augmentation.

Chemical Resistance

Effects: Prevents damage over time from toxins

Energy Consumption: Low

Notes: Automatically kicks in and protects you as long as you have energy to power the rebreather

CYBERNETIC ARM PROSTHESIS

You get several nice options from this line. Some are even built-in, so you don't have to invest here until there are things that you really need.

These augmentations give you the ability to punch through walls, engage in instant Takedowns, throw heavy objects, and carry a huge amount of weight. The optional augs are all useful. Optimized Musculature is at the top of the list for stealth players, because they sometimes need to move heavy items when accessing hidden areas. Combative people should look more into the inventory improvements, because these players frequently need more weaponry and ammo.

Punch Through Wall

Effects: You can break through damaged walls

Energy Consumption: Medium

Notes: Look for cracked areas along a wall so that you can spot vulnerable sites. Doing this makes a fair bit of noise, so don't do it when guards are close by.

Instant Takedown

Effects: Knocks out almost any target (can be used to kill instead)

Energy Consumption: Medium

Notes: This aug's importance cannot be overstated. For combative players it allows you to instantly drop anyone who gets too close to you. For stealthers, this is the number one way to take enemies out without killing them or making any substantial noise.

Optimized Musculature

Effects: You gain the ability to lift and throw heavy objects

Energy Consumption: None

Notes: Not really useful in a fight, but very nice for finding different ways to infiltrate buildings.

Carry Capacity: 70 KG

Effects: Your base carrying capacity

Energy Consumption: None

Notes: None

Carry Capacity: 90 KG

Effects: Expands your inventory

Energy Consumption: None

Notes: None

Carry Capacity: 110 KG

Effects: Maximum inventory size

Energy Consumption: None

Notes: A decent mid- to late-game purchase, especially for combative players.

CYBERNETIC WEAPON HANDLING

If you're a stealth player, then walk right by. This augmentation line is built for major combat. Aiming, recoil, and reloading are all improved with these augs. The more fighting you do, the more important this becomes. For heavy fighters, we suggest getting survivability first, these augs second, and then start to invest in fun/experimental options.

Standard Aim Stability

Effects: Baseline accuracy

Energy Consumption: None

Notes: None

Marksman Aim Stability

Effects: Improves your aim

Energy Consumption: None

Notes: None

Sharpshooter Aim Stability

Effects: Maximum aim

Energy Consumption: None

Notes: Helps considerably with run-and-gun styles of play. Useful for a wide range of weaponry.

Factory Recoil Compensation

Effects: Base recoil value

Energy Consumption: None

Notes: None

Drill Recoil Compensation

Effects: Lowers recoil

Energy Consumption: None

Notes: None

Field Recoil Compensation

Effects: Minimized recoil

Energy Consumption: None

Notes: This purchase is very good when using fully automatic weapons. Sharpshooter Aim Stability is better to get first. This can usually wait, because ammo is somewhat scarce and you don't usually need to spray down entire rooms.

Base Reload Speed Dexterity

Effects: Controls reload speed

Energy Consumption: None

Notes: None

Medium Reload Speed Dexterity

Effects: Lowers reload speed

Energy Consumption: None

Notes: None

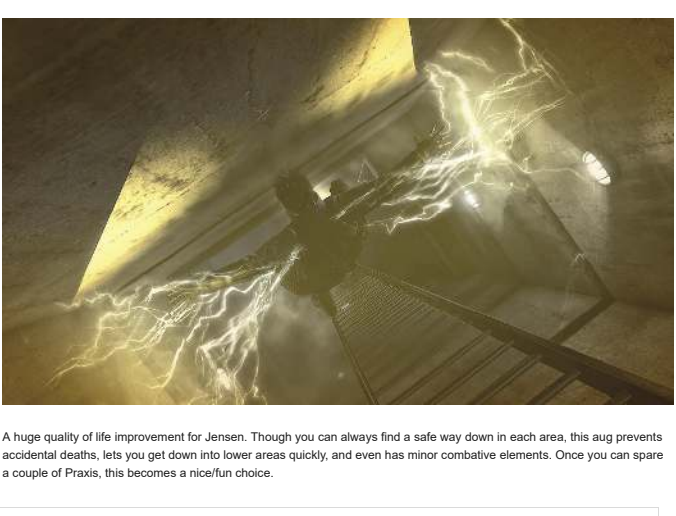
High Reload Speed Dexterity

Effects: Minimum reload speed

Energy Consumption: None

Notes: Non-essential for the majority of players. You can reload from cover anyway, and it's rare that this is going to make a difference in your combat outcomes.

ICARUS LANDING



A huge quality of life improvement for Jensen. Though you can always find a safe way down in each area, this aug prevents accidental deaths, lets you get down into lower areas quickly, and even has minor combative elements. Once you can spare a couple of Praxis, this becomes a nice/fun choice.

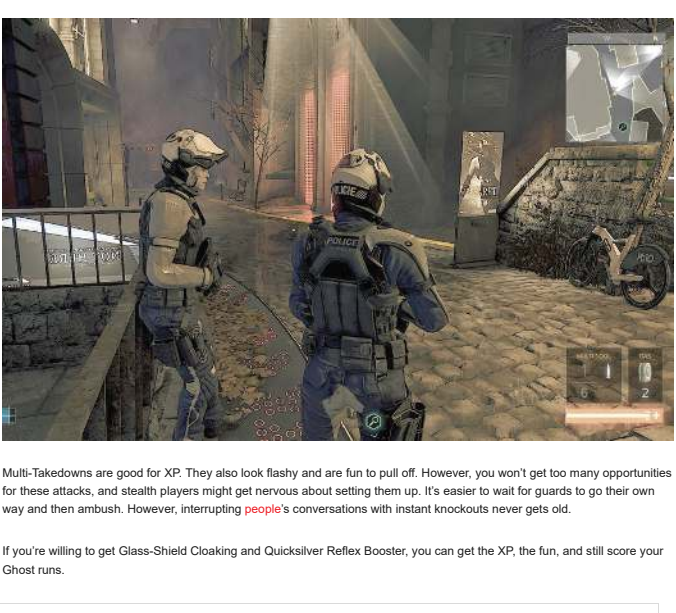
Descent Velocity Modulator

Effects: Avoids fall damage and can knock out anyone beneath Jensen as he lands

Energy Consumption: None

Notes: None

QUICKSILVER REFLEX BOOSTER



Multi-Takedowns are good for XP. They also look flashy and are fun to pull off. However, you won't get too many opportunities for these attacks, and stealth players might get nervous about setting them up. It's easier to wait for guards to go their own way and then ambush. However, interrupting people's conversations with instant knockouts never gets old.

If you're willing to get Glass-Shield Cloaking and Quicksilver Reflex Booster, you can get the XP, the fun, and still score your Ghost runs.

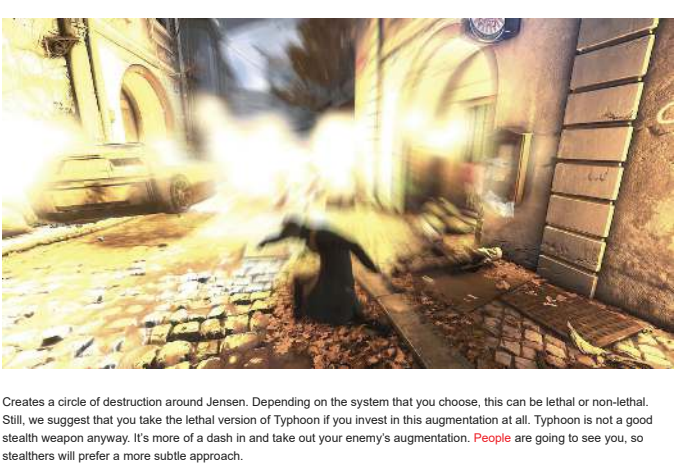
Multiple Takedown

Effects: Engages Takedowns on two adjacent targets

Energy Consumption: Medium

Notes: None

TYPHOON



Creates a circle of destruction around Jensen. Depending on the system that you choose, this can be lethal or non-lethal. Still, we suggest that you take the lethal version of Typhoon if you invest in this augmentation at all. Typhoon is not a good stealth weapon anyway. It's more of a dash in and take out your enemy's augmentation. People are going to see you, so stealthers will prefer a more subtle approach.

Lethal Configuration

Effects: Deals lethal damage over a wide area

Energy Consumption: None

Notes: Requires ammo to use

Stun Configuration

Effects: Has a similar area of effect but causes non-lethal damage

Energy Consumption: None

Notes: Requires ammo to use

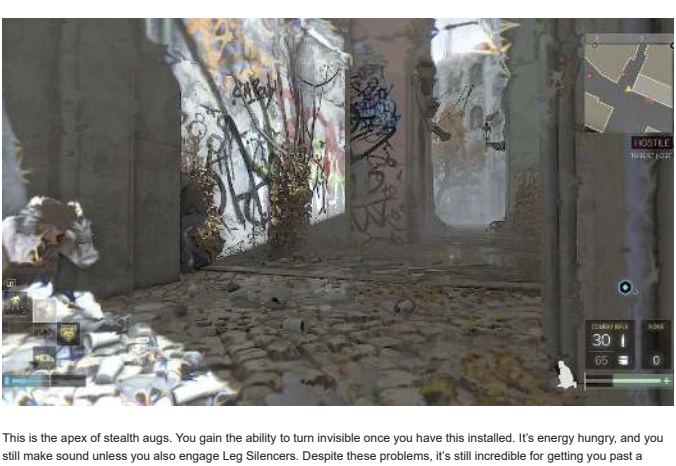
Munition Loadout Selection

Effects: Lets you select the Typhoon system you prefer

Energy Consumption: None

Notes: None

GLASS-SHIELD CLOAKING



This is the apex of stealth augs. You gain the ability to turn invisible once you have this installed. It's energy hungry, and you still make sound unless you also engage Leg Silencers. Despite these problems, it's still incredible for getting you past a number of tricky spots. Areas that might take 10 minutes of careful stealth work and Takedowns can be wandered past without setting off any alarms. For combat, it's tepid. Too costly. For stealth, though, this is heaven.

Discreet Power Processing

Effects: Turns your character Invisible

Energy Consumption: High

Notes: None

Improved Cloaking Energy Use

Effects: Lowers the energy cost of Invisibility

Energy Consumption: Medium

Notes: None

Optimized Cloaking Energy Use

Effects: Minimal energy use when using Invisibility

Energy Consumption: Low

Notes: If you invest in this line at all, you're obviously going to get this improvement. Invisibility is too expensive to use frequently until you get it!

Cloaked Takedown Support

Effects: You stay invisible during Takedowns

Energy Consumption: Low

Notes: This sounds amazing for your stealth missions, but it's not as important as it looks. You don't use Invisibility to set up Takedowns. You use that ability to sneak through areas that are too well patrolled for easy Takedown work. Otherwise, you'd just use Takedowns in the first place. Even if you stay invisible, people in those chokepoints are going to notice their buddies getting attacked. It's easier to sneak somewhere safe and then lure people over for Takedowns if that's what you're going for.

RHINO DERMAL ARMOR

Heavy combative players need to get this as soon as possible. Enemies do way too much damage throughout the game to fight openly unless you take this. It doesn't cost any energy, and you don't need to engage anything. This just makes you tougher to kill, hands down. It's more powerful than health improvements, but it synergizes with them. Take this, then get more maximum health and watch as enemies lose the ability to kill you without tons of firepower and time.

Base Reduction Settings

Effects: Reduces physical damage

Energy Consumption: None

Notes: None

Improved Reduction Settings

Effects: Further improves damage resistance

Energy Consumption: None

Notes: None

Mastered Reduction Settings

Effects: Maximum physical resistance to damage

Energy Consumption: None

Notes: Only stealthers can afford to ignore this augmentation.

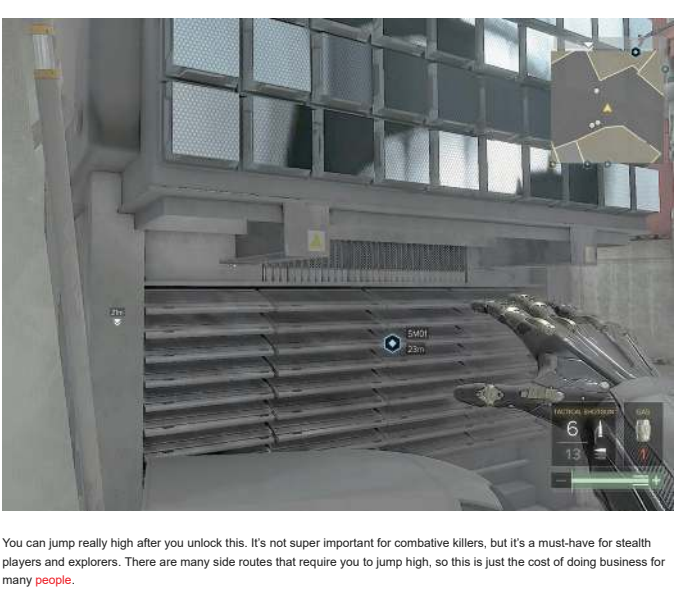
Electromagnetic Pulse Shielding

Effects: Prevents the negative effects of electricity and EMP weaponry

Energy Consumption: Low

Notes: EMP grenades becomes more commonplace in the late game. Combative players may want to pick this up then. It will be inexpensive because you already have the rest of the augmentation line. It's not a must-have, but it allows you to stay behind cover even when people try to grenade you out of it.

CYBERNETIC LEG PROSTHESIS



You can jump really high after you unlock this. It's not super important for combative killers, but it's a must-have for stealth players and explorers. There are many side routes that require you to jump high, so this is just the cost of doing business for many people.

You also get access to Leg Silencers later in the line. These allow for faster stealth work. They're not essential because you can always crouch to minimize your sound footprint. But, Leg Silencers and Invisibility can be combined. This is a stealth dream because you're able to sprint through areas without being noticed.

Klipspringer Jump Mod

Effects: Jump very high

Energy Consumption: None

Notes: Hold the Jump button to go as high as possible.

Leg Silencers

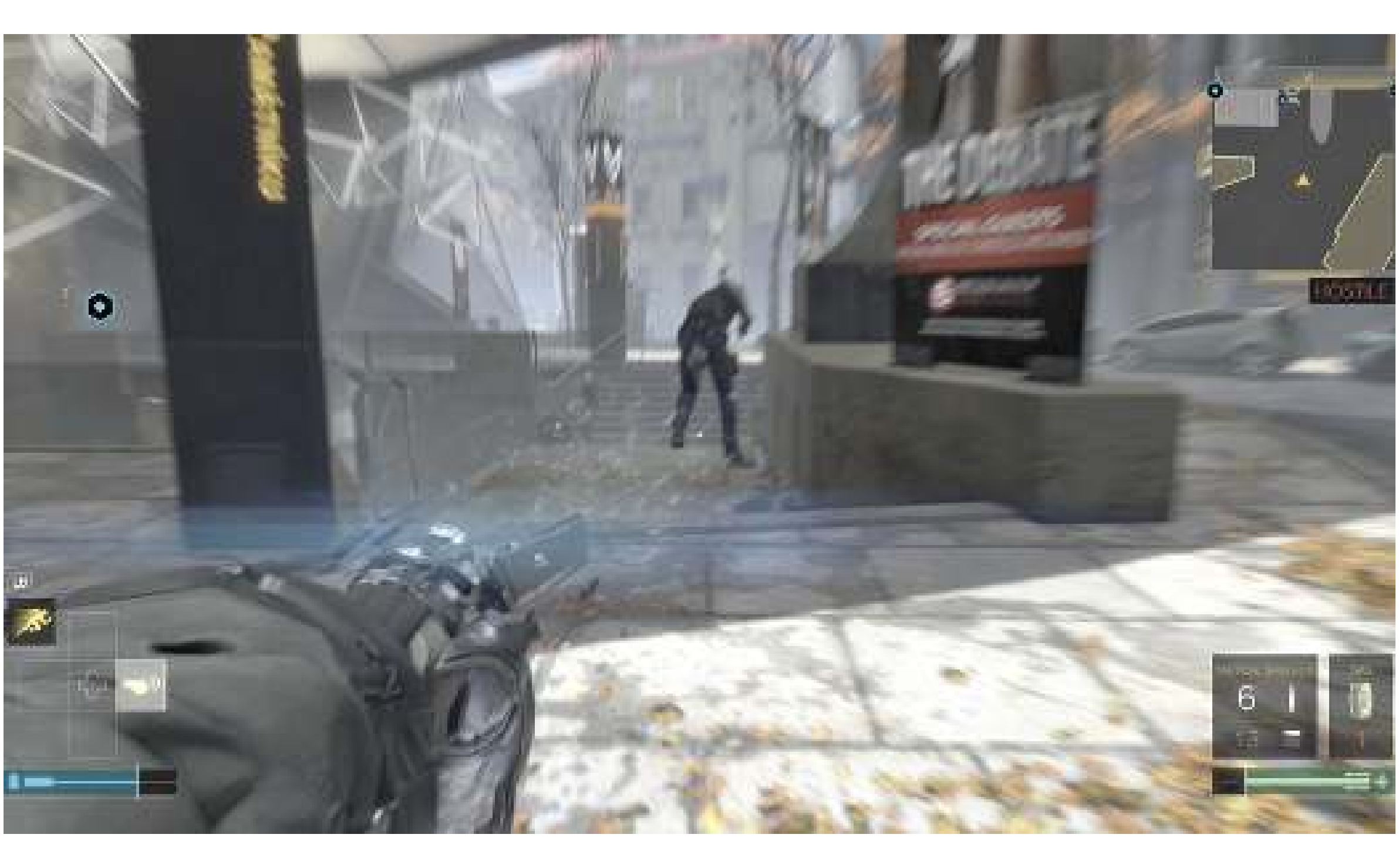
Effects: Stops the noise from all of your movements

Energy Consumption: Medium

Notes: None

Experimental Augmentations

PROJECTED ENERGY PROPULSION SYSTEM (P.E.P.S.)



PEPS is a combative augmentation that throws enemies around. Once unlocked, you can also get a focused mode that knocks targets out. Because this creates so much chaos, it's still in the realm of a combative purchase and should be avoided by stealth players who want to keep Ghost mode and Smooth Operator intact.

Knockback

Effects: Fire a quick shot that knocks targets around

Energy Consumption: Medium

Notes: Use this mode to stun a group of targets so that they can't fire back at you. Use the time you've earned to eliminate as many of them as possible.

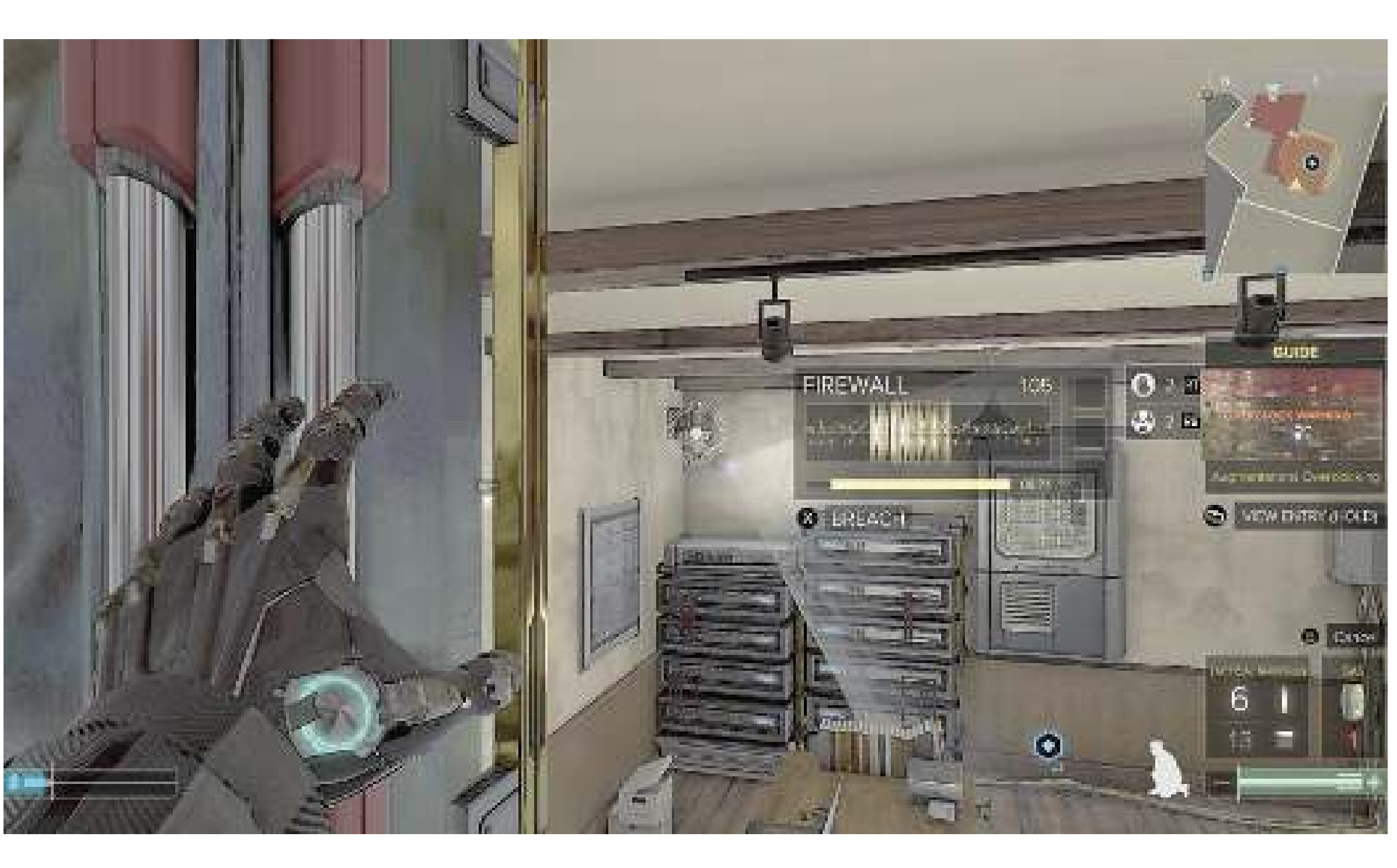
Precision Diode

Effects: Focused PEPS into a narrow beam that hits hard and knocks out a target

Energy Consumption: Medium

Notes: It's nice to have a bit of knockout potential at range, but this takes time to arm, making it an odd duck in your weapon lineup. The Tranquilizer Rifle is quieter and faster. Your deadlier weapons are faster and can hit more targets in a short amount of time. Precision mode is more for fun and variety rather than being superior to your other options.

REMOTE HACKING



This powerful augmentation lets you manipulate electronic devices remotely. A whole new door of powerful stealth applications opens, because you no longer have to find clever ways to get past enemies before hitting their security systems. You can unlock ladders, disable laser fences, dominate turrets, and so forth. This is top-tier stuff for stealth players, and it's not too bad even for combative people who want to get an edge over their foes.

Environmental Domination

Effects: Locate and hack non-security objects

Energy Consumption: Low

Notes: This unlocks ledges, ladders, and other environmental objects so that you can travel more comfortably and safely through areas. It's a good stepping stone, but is trivialized by the next step in the line.

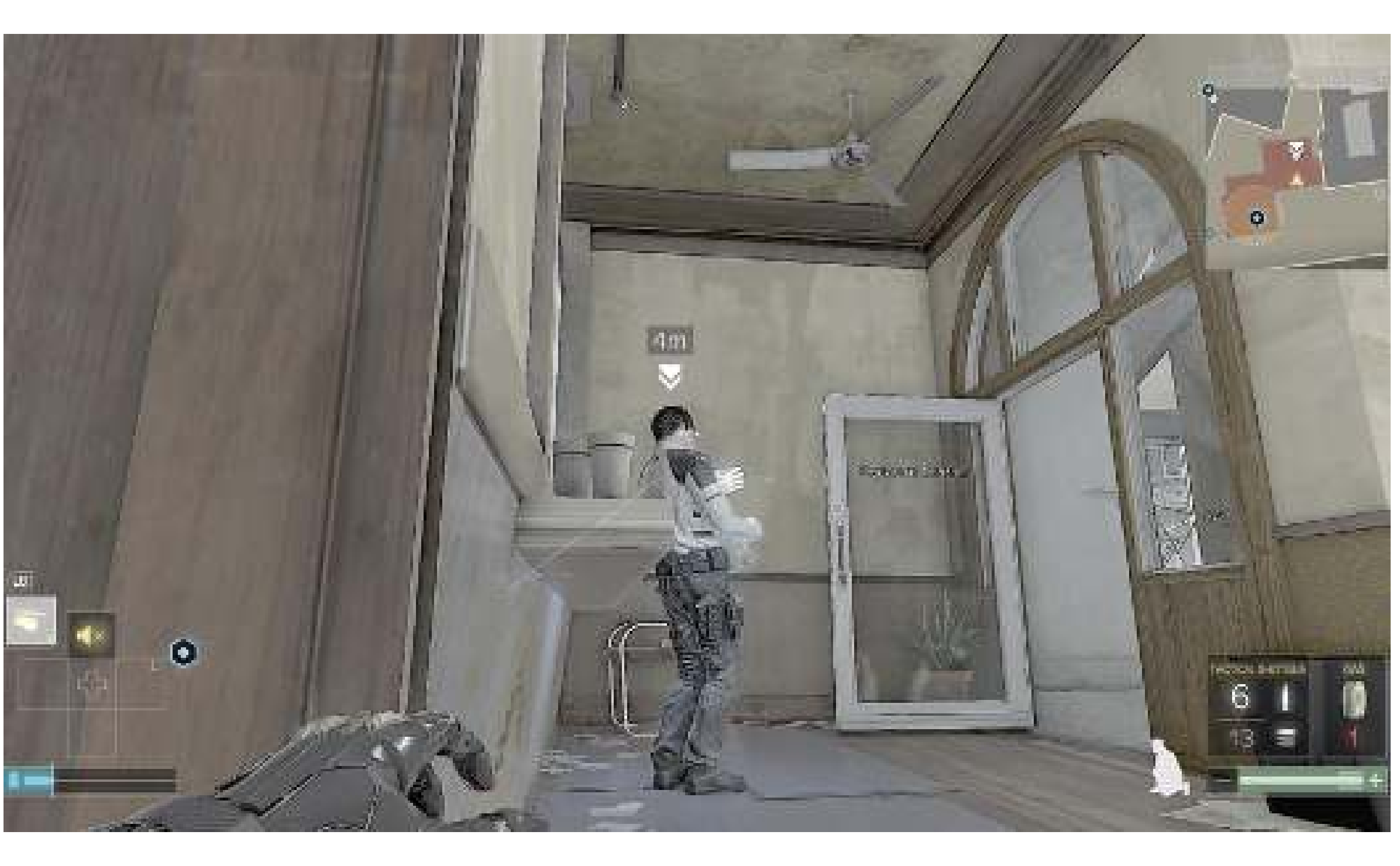
Security Domination

Effects: Locate and hack security objects as well

Energy Consumption: Low

Notes: Robots, turrets, and cameras are added to the list of objects that you can manipulate from range. So many areas of the game go from tricky to easy as soon as you can do this. Once you can deal with security objects, it's fairly simple to sneak up on people and use Takedowns or bypass them entirely with traditional stealth options.

TESLA



Most weapon systems seem like obvious combative choices, but this is an exception. For once, we suggest that non-combative players look into Tesla. There are times when you still want to disable a target even when you're a pure stealth player. Usually, Takedowns or the Tranq Rifle fill that role. However, there are a couple of cases when those won't work. Police in Exo Suits and certain special augmented individuals cannot be hit with normal Takedowns. They will parry the attack. Instead, you must stun them and then use Takedown. Tesla shots + Takedown do this every time. As long as you attack from the rear, you can even preserve your Ghost and Smooth Operator bonuses while doing this!

Quick-Fire System

Effects: Lets you disable one target with Tesla

Energy Consumption: None

Notes: Uses ammo. Because Tesla isn't needed very often, this might be all that you need to unlock. Going any farther is only important if you want to pull off some major room-clearing with Tesla.

Dual-Arc Upgrade

Effects: Can mark two targets for Tesla shots

Energy Consumption: None

Notes: Uses ammo.

Quad-Arc Upgrade

Effects: Marks up to four targets for Tesla shots

Energy Consumption: None

Notes: Uses ammo.

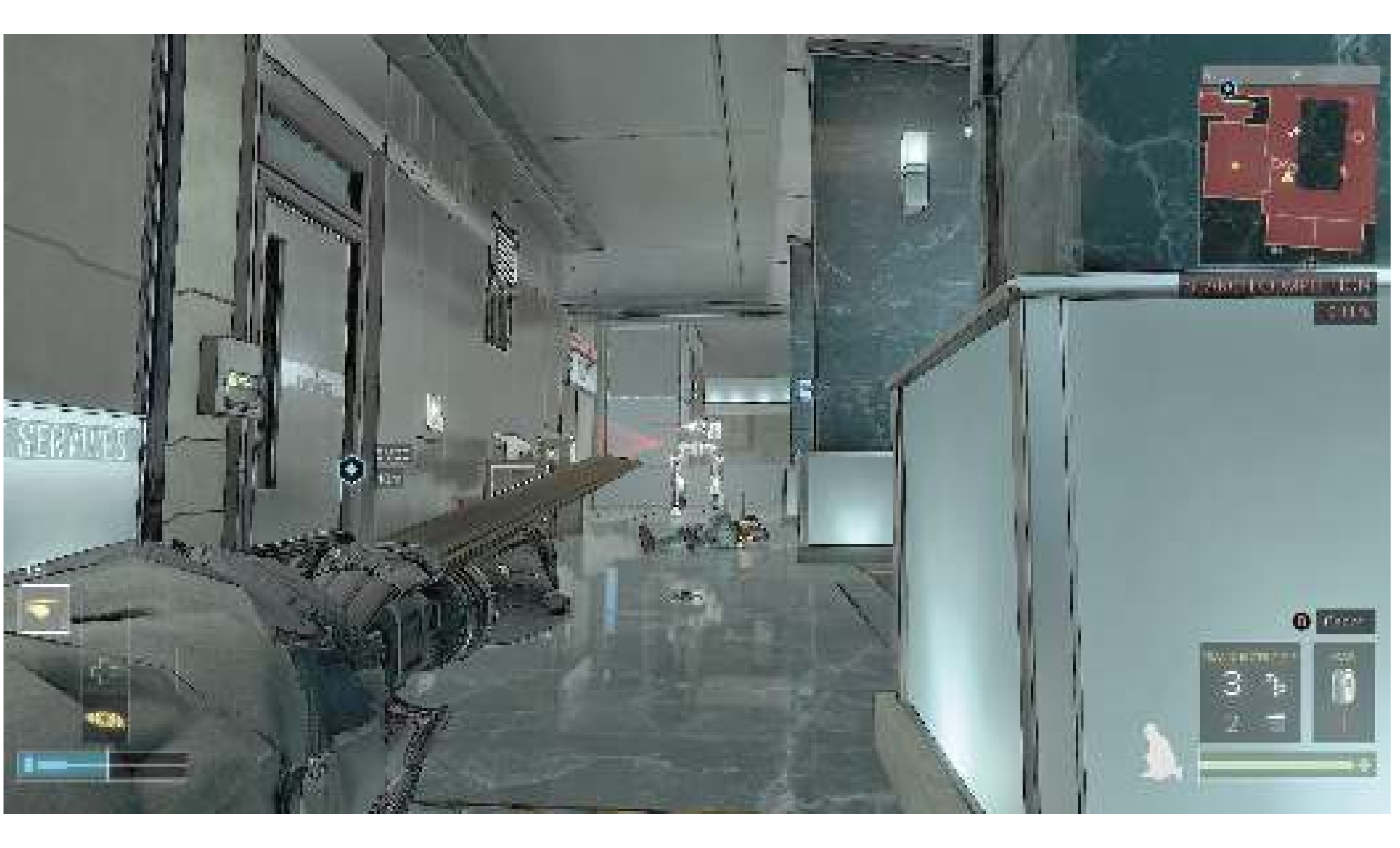
Arc Distance Upgrade

Effects: Doubles Tesla's active range

Energy Consumption: None

Notes: Uses ammo. This is only important if you are trying to mark multiple people for Tesla. Single targets are easy to sneak up on and attack from short range.

NANOBLADE



The Nanoblade is a lethal option for your weapon lineup. Though it's possible to use quietly, this is not usually a stealth choice because of its inability to knock people out. Stealthers, on the whole, prefer non-lethal methods. So, this is usually something that combative players select.

Nanoblade attacks are fast, highly damaging, and can be upgraded to have an area of effect component, as well. Use these before enemies are on alert to score some nice kills, then take cover with traditional weaponry for cleaning up the survivors.

Impact Velocity Shot

Effects: Fires a single shot that can impale targets

Energy Consumption: None

Notes: Uses ammo. Take out ranged, single opponents almost instantly with these attacks. If your victim is near a wall or solid object, you can pin the poor fools in the process. Very nasty stuff.

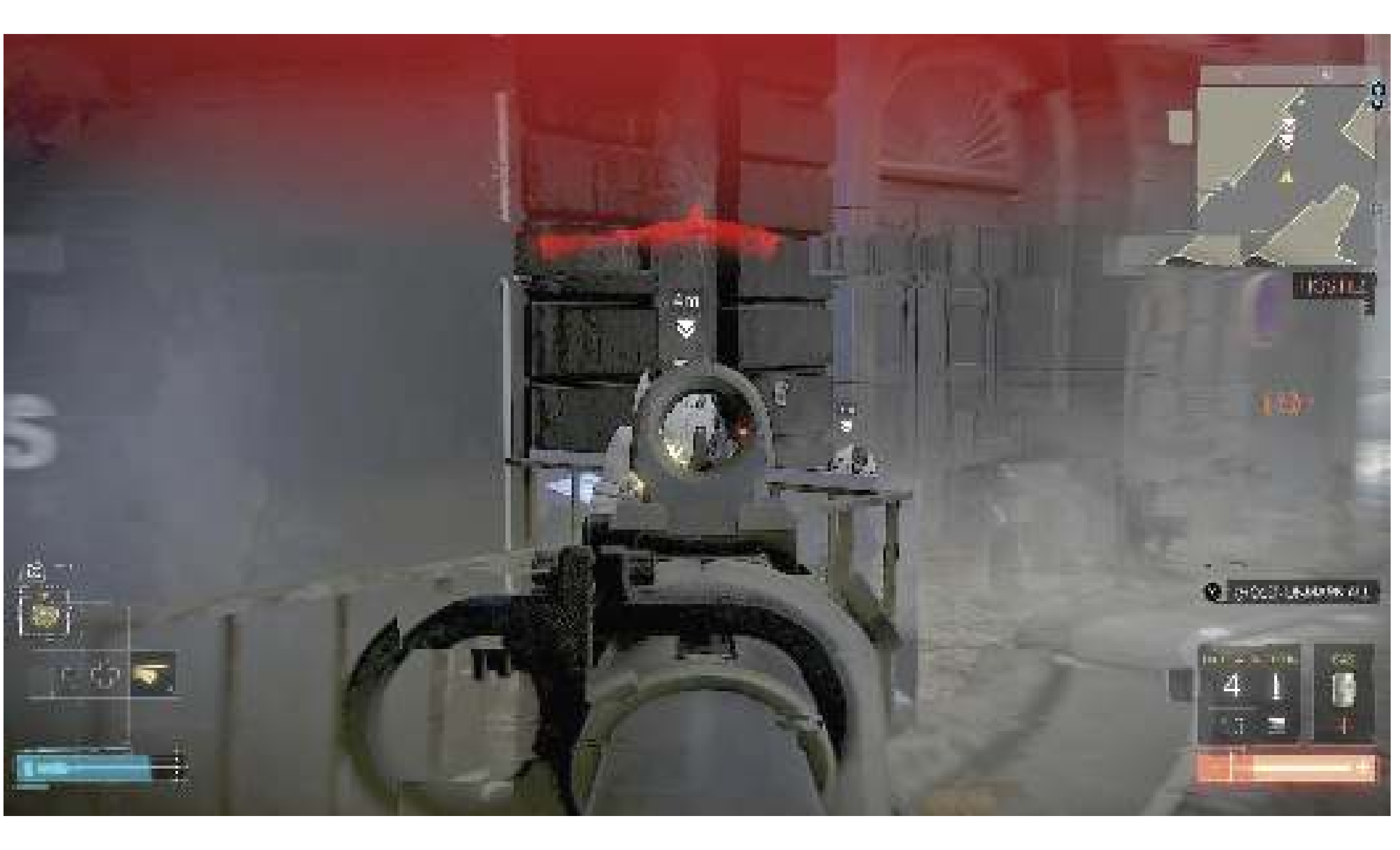
Explosive Heat Blade

Effects: Turns your attack into an area of effect blast

Energy Consumption: None

Notes: Uses ammo. The normal ranged attack superheats and explodes shortly after contact. Fire into the middle of clustered enemies to obliterate them.

FOCUS ENHANCEMENT



Focus grants Jensen a burst of super decision making. It makes the world appear to slow down for a limited time, depending on the amount of energy that you have. This is best used in the middle of huge firefights to give you time to land multiple headshots or use other high-precision abilities. You can even shoot grenades out of the air with some reliability.

It goes without saying that this is a great combative augmentation.

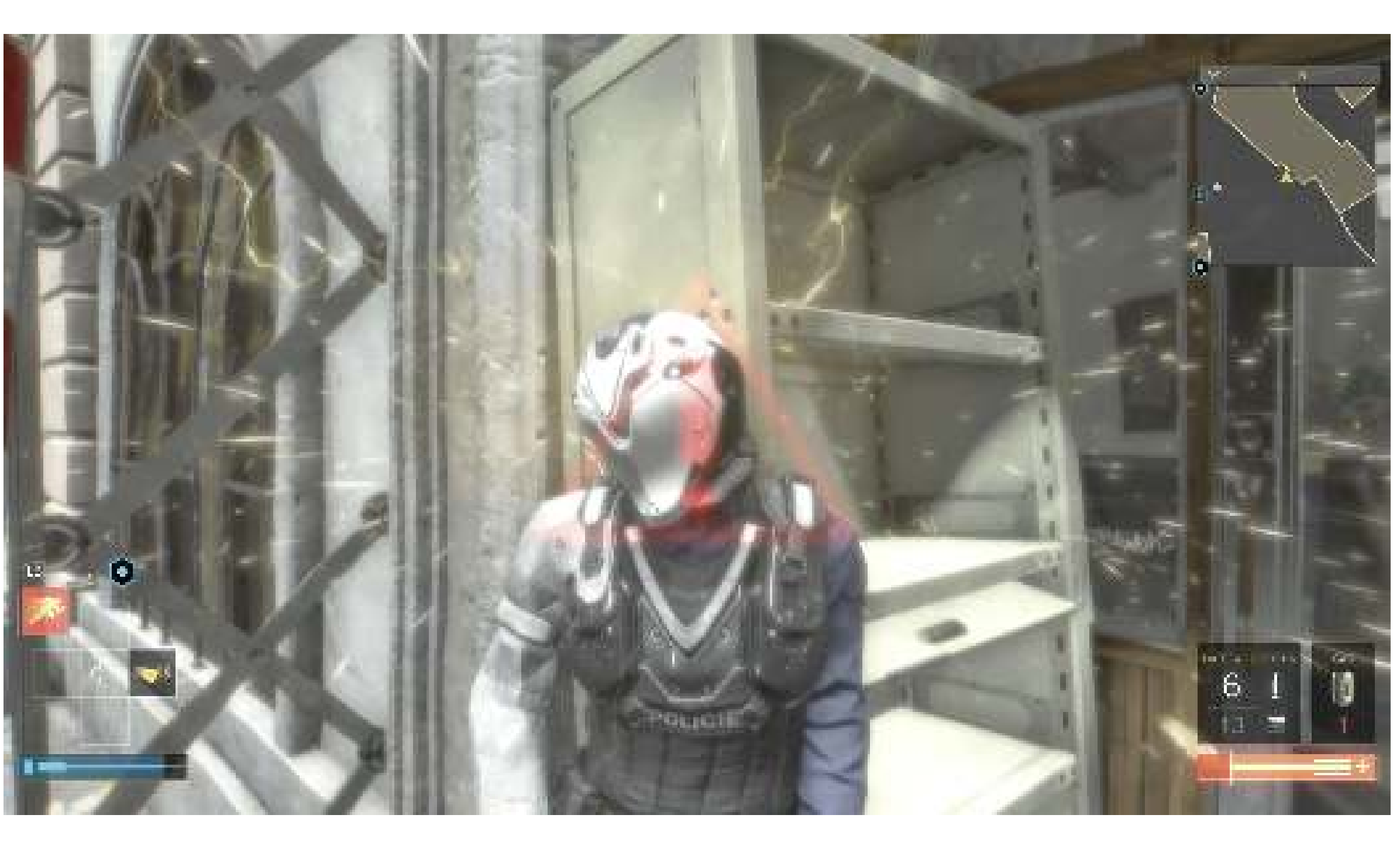
Regulated Nervous System

Effects: Gives the perception of slowed time

Energy Consumption: High

Notes: None

ICARUS DASH



Icarus Dash is seriously fun. It lets you move very quickly for a short time in the direction that you were already heading (so you can dash backwards, sideways, forward, etc.). If you're standing still, the system makes you dash forward.

The charged variant you unlock later can be used to go a bit farther and to knock out anyone who gets in your way during the dash. This isn't a major selection for any group of players; it's more of a peripheral choice to give you more options and to enjoy yourself.

Dorsal Propulsion Kit

Effects: You dash in your current direction (forward by default)

Energy Consumption: Low

Notes: None

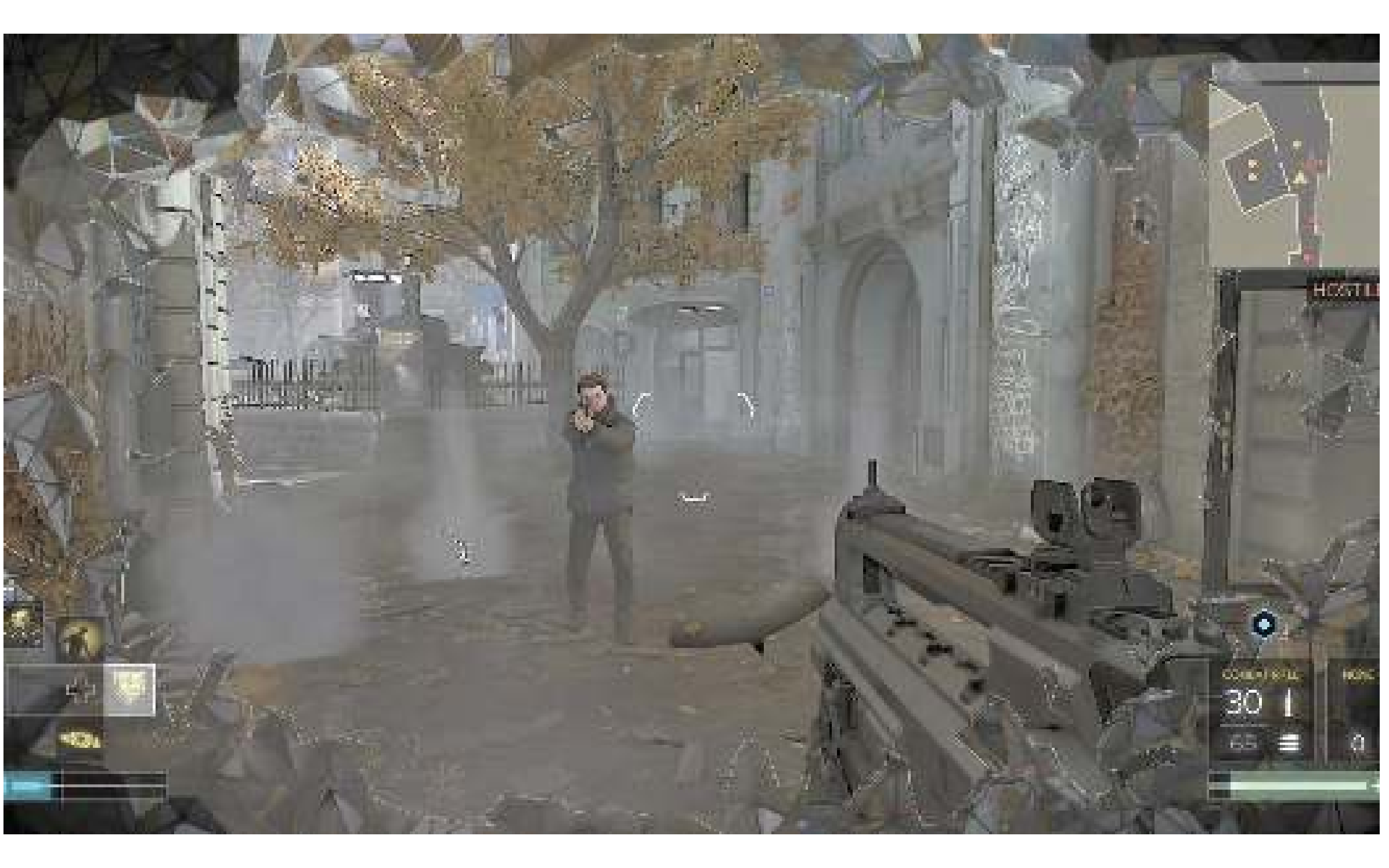
Charged Dash

Effects: You dash in your current direction when the charge is released

Energy Consumption: Medium

Notes: Hold down the augmentation's button until you're ready to unleash it. If you target someone ahead of time, an icon appears over their head to let you know that the enemy will be knocked out by your dash.

TITAN



Provides immense protection while your energy holds out. During the biggest firefights, this is a great way to ensure that your character cannot be overwhelmed. This is most useful for combative players on the highest difficulty levels. On lower difficulties, it's often overkill.

Subcutis Energy Mod

Effects: Negates incoming damage

Energy Consumption: High

Notes: None

Facet Cost Reduced

Effects: Negates incoming damage

Energy Consumption: Medium

Notes: None

Facet Cost Optimized

Effects: Negates incoming damage

Energy Consumption: Low

Notes: If you use Titan, you should get this upgrade as soon as you can. It gives you the greatest amount of time to survive and eliminate your enemies.

Into the Breach

Overview

Breach is a separate section of the game that lets you act as a hacker to infiltrate the vast data archives of the Palisade Blades. Using many of the concepts that are shown in the primary game, you are able to mix combat and stealth as you try out dozens of repeatable missions.

Replayability is quite high in Breach because you have to beat difficult score and time requirements while searching for data. Your best times and scores are compared against all of the other hackers in the world, so you get to compete with the best!

Equipment, supplies, and special add-ons are gathered over time to influence how these missions play out, which further contributes to the replayability of this mode.

In this chapter, you'll learn how to play Breach and be taught about what everything does.

Into the Breach

Story

SHADOWCHILD
AWAY
morgazdriel
ONLINE
END OF CONVERSATION

“The Breach” was a catastrophic cyber event that caused a crash in the security systems within the largest and most prestigious secure corporate archiving company in the world, the Palisade Bank Corporation. Their client list is rumored to be a “who’s who” of billionaires, leaders, and enterprises, and it includes the Tai Yong Medical Corporation, The Santeau Group, Picus Communications, Versalife, and the British Royal Family, among others. Until the Breach, the Palisade Bank Corporation’s digital vaults were fully protected by a next generation firewall known as “The Lavawall.”

PRAGUE

By 2020, the “new” Czech Republic’s privacy laws were heavily in favor of banks and corporations. The radical stance threatened Switzerland’s monopoly as a financial haven. As a result, third-party *Secure Corporate Archiving* quickly became a booming industry, evolving Prague into the Swiss Bank of Data.

THE PALISADE BANK

THE DARKNET
Message Board
SHADOWCHILD
SHADOWCHILD

All right, Ripper. Let's get started. Check my message board for a link to the Palisade's Lavawall servers.

Located in Prague, the Palisade Bank houses the property of several multinational corporations. It offers a place where highly sensitive documents and materials can be stored without fear of government subpoenas or investigation by international agencies.

The facility employs state-of-the-art technology to safeguard its priceless contents, and it’s guarded by Tarvos Security Services. Corporations such as Versalife, Tarvos, The Santeau Group, Picus, and Steiner-Bisley use the Palisade’s services.

The Palisade’s primary building, known as The Bank, houses individual storage units. These vaults contain physical objects (such as file boxes and other sensitive materials), as well as vid-screen and data ports connected to the Palisade Blades.

THE PALISADE BLADES

The Palisade Blade Facilities

The Palisade Blades reshaped the skyline of Prague, and solidified the city's place in the world. Each Blade houses a sophisticated operating system and an array of server chambers that secures the client data within.

Constructed in 2027, the futuristic structure of the Palisade Blades forever reshaped the skyline of Prague, as well as solidified the city’s place across the financial world. The Blades house a sophisticated operating system, along with endless fields of server farms. Multinationals helped finance their construction and use them to store their servers. The advanced capabilities of the Blades made it possible for the development of certain top-tier technologies.

The security systems and maintenance of the facility are managed by a powerful AI. The extent of its security protocols are known to be unbreachable, both physically and digitally. Or so it was thought.

The Blade environments are not designed to be visited by man. The facilities are fumigated to prevent mold buildup. Robots are in place to handle most tasks and maintenance needs. On the rare occasion when an engineer is required to enter a server chamber, it must first be clear of any toxins in the air. There are rumors that additional security features to prevent human intrusion exist and have been incorporated into the AI’s programming.

THE DARKNET

The Darknet is a private network where connections are made only between trusted peers using non-standard protocols and ports. As opposed to other distributed peer-to-peer networks, sharing on the Darknet is anonymous, and therefore, users can communicate with little fear of governmental or corporate interference.

For this reason, Darknet users are often associated with dissident communications and illegal activities. More generally, the term “Darknet” can be used to describe all non-commercial sites on the Internet, or to refer to all “underground” web communications and technologies.

THE NEURAL SUB-NET

DEUS EX
MANKIND DIVIDED
BREACH

In 2023, Jakub Lanier invented a system that allowed computer-generated simulations to be fed directly into the brain via a backdoor in an augmented subject’s Neuroprosthetic Junction. This backdoor was called the Neural Sub-Net (NSN).

Regular use of the NSN was found to have therapeutic effects on people who had recently suffered physical trauma, especially Augs who had experienced critical failure of a core system. Seeing his invention’s potential in the palliative care of trauma victims, Lanier partnered with Milton Krieger to form Cybronica Bio-Medical in early 2025.

After the Panchaea Incident of 2027, Lanier wanted to make the NSN technology open-source to help people who had suffered as a result of the event, augmented or otherwise.

RIPPERS

SCORE x1.48
0258

Following the open-sourcing of the Neural Sub-Net technology, Darknet users found a way to use its operating system to gain backdoor access into programs and servers. Hacking was made accessible for all, without having to understand code.

This new form of hacking resembles a game-like interface within the Neural Sub-Net VR world. With it, a new brand of experts was born; they called themselves “*Rippers*” because the goal of these simulations was to access and extract data from servers.

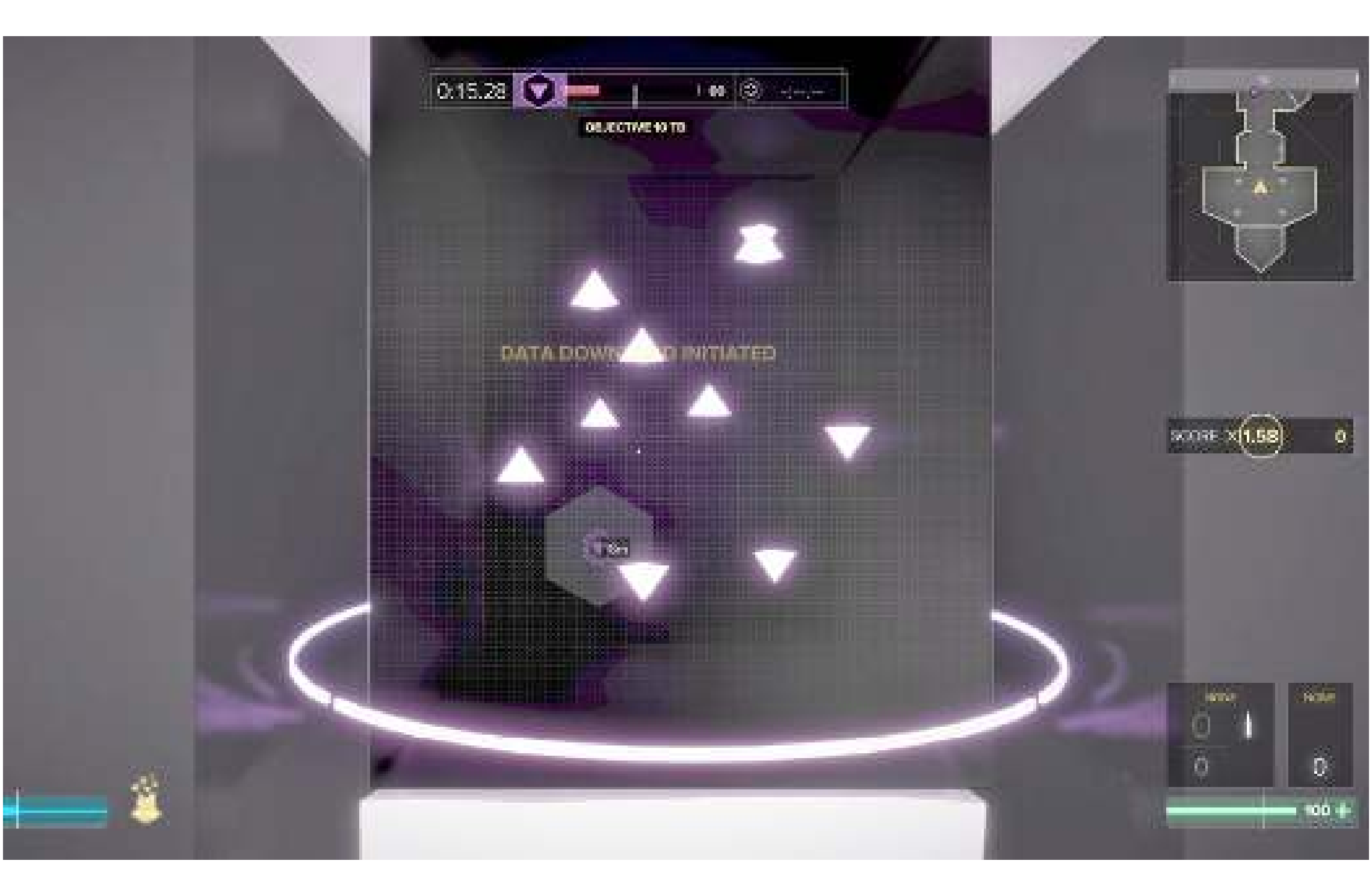
When the existence of Rippers got out, the Palisade Bank Corporation instantly created a state-of-the-art firewall, called the Lavawall, to protect their networks. Although many hackers have tried to penetrate their defenses, none has succeeded. None, that is, until the Breach occurred.

With the Palisade’s Lavawall down, nothing was between Rippers and the exposed data within its networks. Word quickly spread throughout the Darknet, and soon, Rippers from all around the world were dropping everything they were doing to use their black market Neural Sub-Net kits.

Their goal? Extract the data. Expose the truth.

Into the Breach

The Basics of Breach

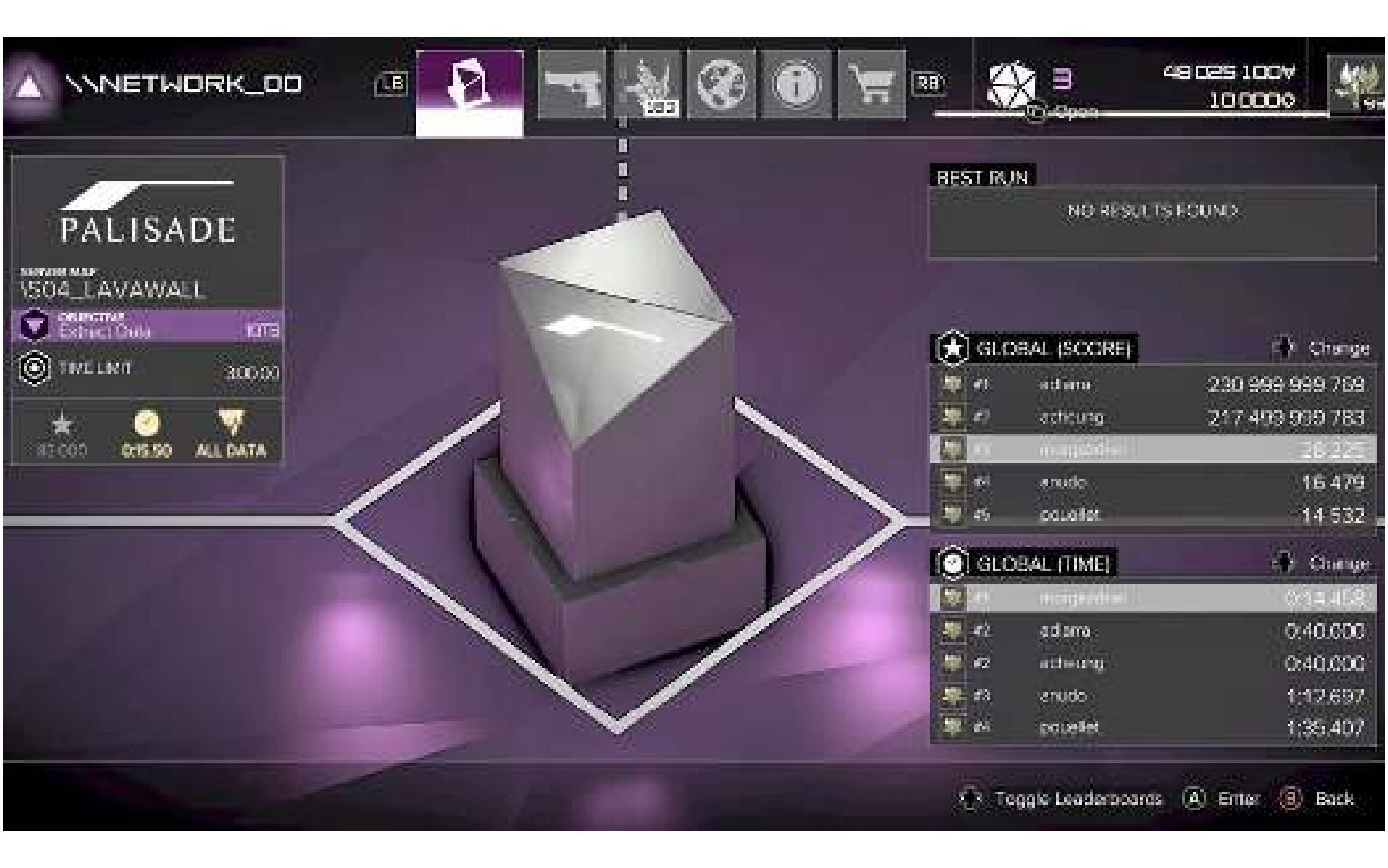


In Breach, you have a persistent character (not Jensen) who is gaining XP and Praxis. The more missions you run, the more you accrue XP and are able to learn. Just as XP helps you develop your character, credits that you earn lets you purchase Booster Packs with random selections of equipment and consumables. This is at least as important as your set of augmentations because there isn't any physical treasure to pick up in this game. If you don't find something in a pack that you purchase, you don't have it.

This means that gathering credits is very important, even more than in the main story. There are bonuses for beating missions the first time and for completing special goals in each one. However, simply grinding missions again and again won't get you much at all. You have to be strategic about your approach to Breach if you want to rake in the cash.

Or, you can use the shop to purchase chipsets using real-world cash, and buy Booster Packs that way.

MISSION GOALS



Every server has a specific goal. There are four types of major goals: Extract, Eliminate, Collect, and Boss.

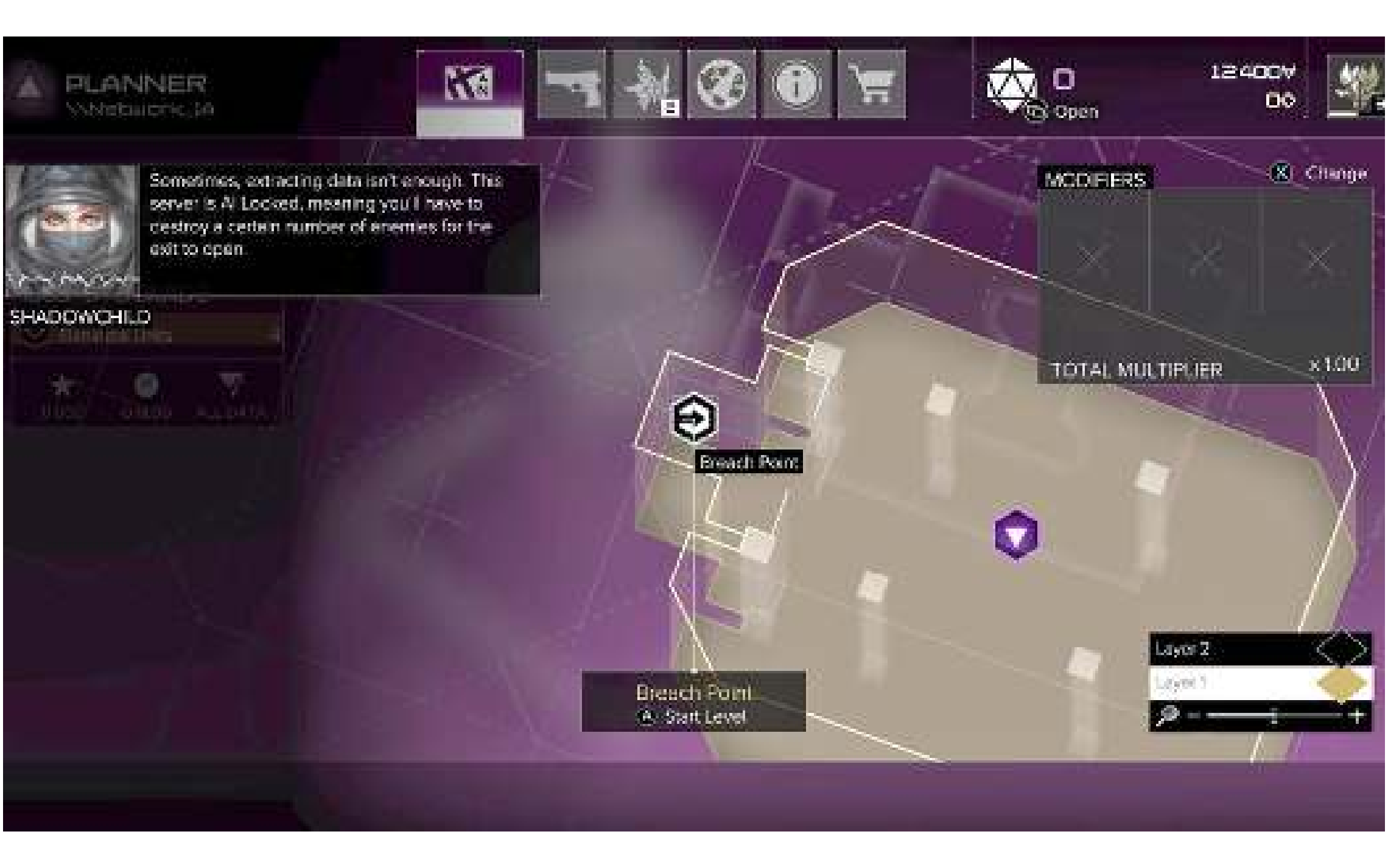
Extract is the most common type of server. You have to go through the area, interact with multiple Data Towers, and download information from them. Though you don't need to use every single tower in the server, you must use the majority of them before extracting. Once you have enough data (as shown at the top of the HUD), you can leave by returning to the entrance of the server. Note that there are Data Towers in every server, but you're only required to use them during Extract missions.

Eliminate missions give you a kill count to reach. The exit won't unlock until you've defeated that number of opponents. Always bring some extra weapons to these because ranged kills are better for points in Breach. Get headshots to secure very nice bonuses to your score.

Collect missions have a required number of data fragments that you must pick up. Instead of being in Data Towers, the fragments are on the ground. They're bright and shiny, so it's easy to see them once you're close. However, many fragments are hidden behind objects, suspended over gaps, and so forth. You need to search carefully to make sure that you get these little guys.

Boss missions send you against a more difficult target. These bosses require substantial damage to kill off, so take extra weapons and turn on your best augmentations for survivability and damage output. Bosses aren't always heavies. Sometimes, they can be a normal type of enemy given extra power and advantages (like a sniper on a level with open jumps and good fields of view). Always take a run to analyze the boss' area and figure out how to steal most of the boss' advantages away.

MISSION RESTRICTIONS


Sometimes, extracting data isn't enough. This server is AI Locked, meaning you'll have to destroy a certain number of enemies for the exit to open.

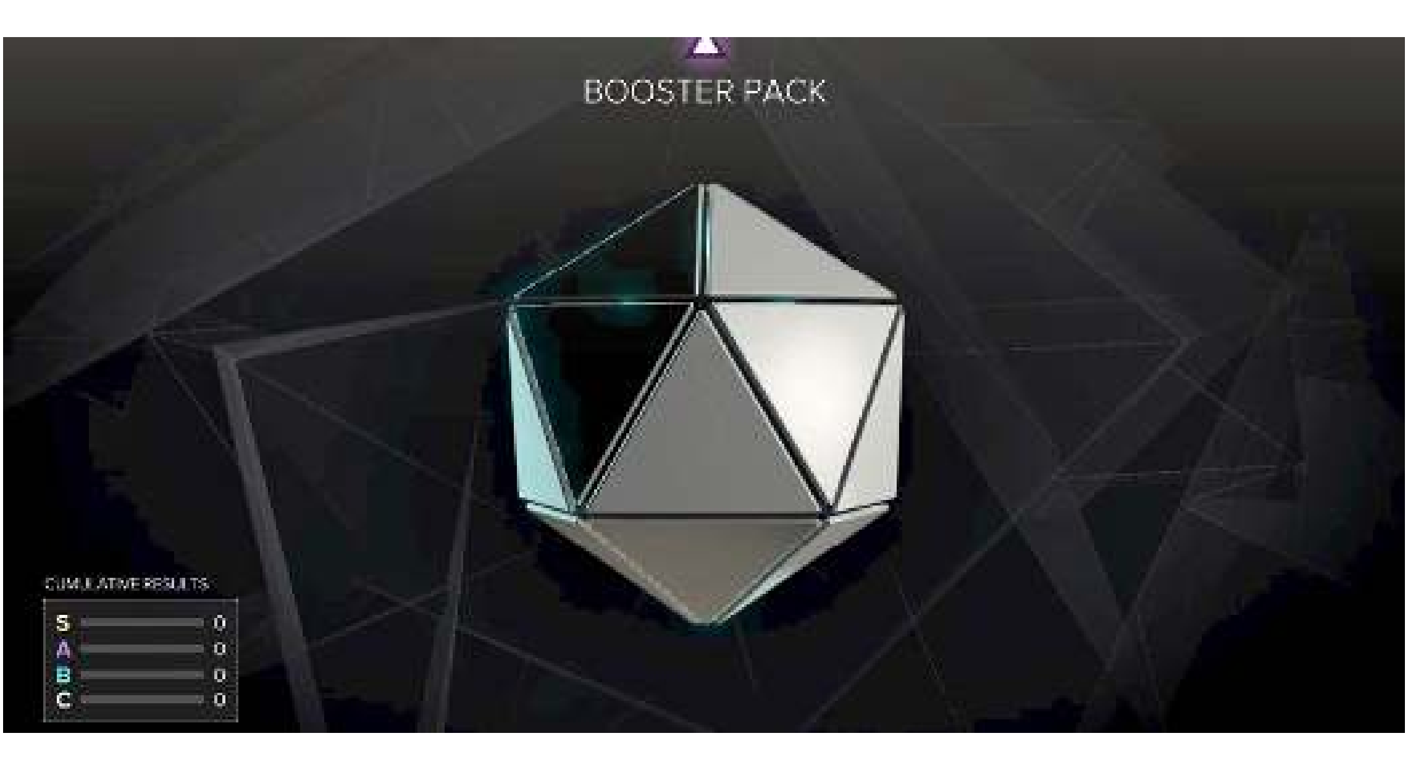
You have to worry about more than just your goals. Some servers have special restrictions that make it even harder to complete your mission goal.

Timer restrictions start the mission with an alert already in progress. Some doors might be sealed because of this, and there is a ticking clock at the top of the screen that counts down the entire time. That's distracting, so it makes things harder in multiple ways. Try to relax, and remember that there is always enough time to get things done once you learn where to search in each server.

Stealth missions are even harder. These ones fail if you're detected at any time. Enemies don't even need to trigger an alarm; simply seeing your character is enough to immediately end everything. Bring stealthy weapons, equip augs like SILENCER_XY.aug and CLOAK.aug, and avoid as much trouble as you can.

The No Augmentations setting turns off most of your toys. Active augs are completely out, but at least some of your passive effects still come into play (better energy and health systems, for example).

REWARDS



If you complete the mission goal and extract successfully, you're given several things. There is a base amount of credits that you get for repeating each mission. This isn't much cash, so focus more on the special rewards that are granted.

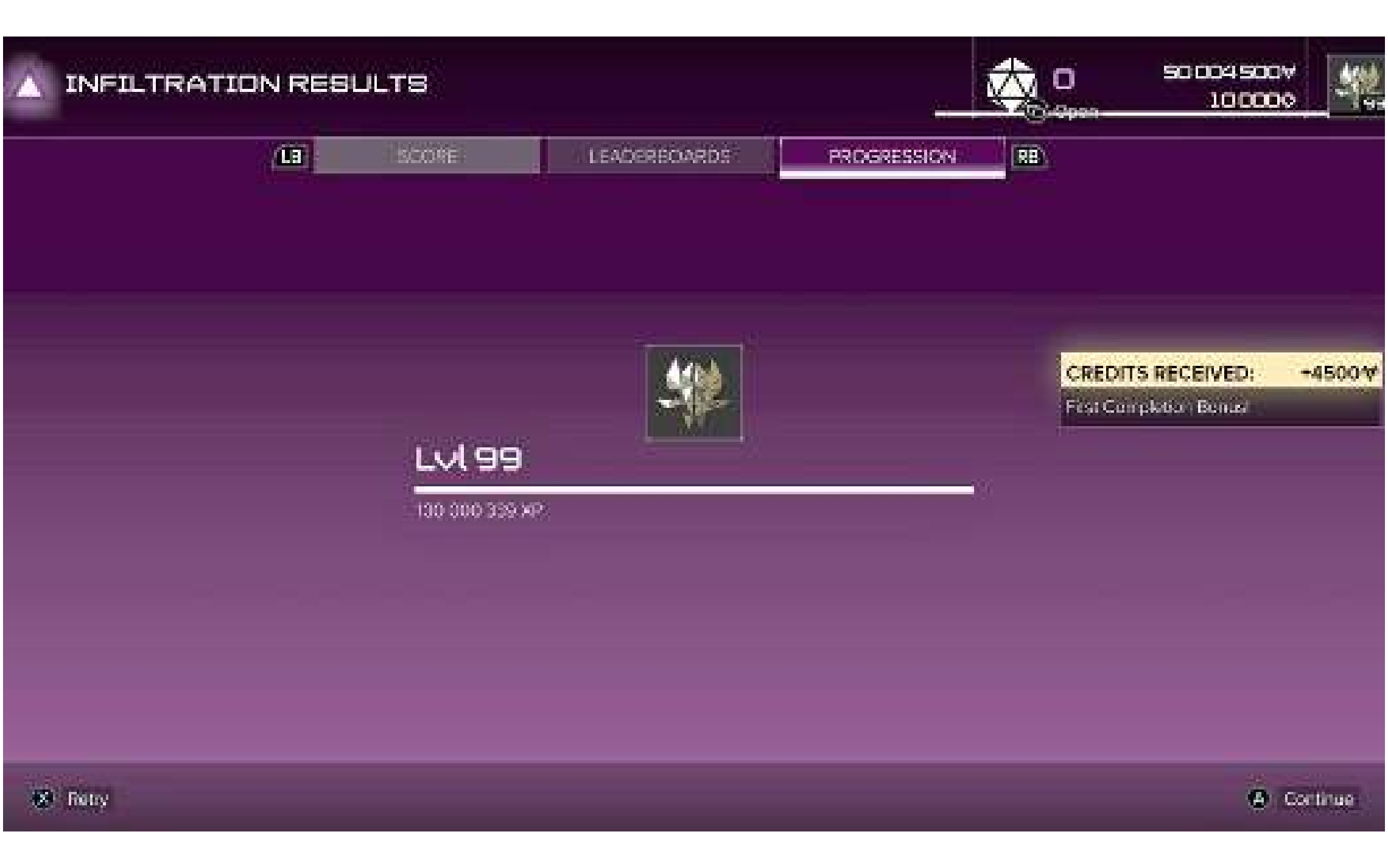
Mission Rewards

High Score	You get a free Score Pack
Speedrun	Weapon parts, ability parts, or credits
All Data Extracted	Key fragments or credits
Daily Completion Bonus	A substantial amount of credits the first time you beat each mission, every day
Standard Bonus	A trivial amount of credits if no other bonuses apply
First Time Completion	Major credit bonus (one time only)

As you can see, there are several good ways to benefit from running each mission. High Score, Speedrun, and All Data Extracted are one time-only bonuses. They apply to each server and are then done forever once you've unlocked them.

Daily Completion is an important way to gather credits. The further you get into Breach, the more missions become available. These have the potential to get you a massive amount of credits every day that you play the game. Get good at running quickly through each area to finish it and get your bonus.

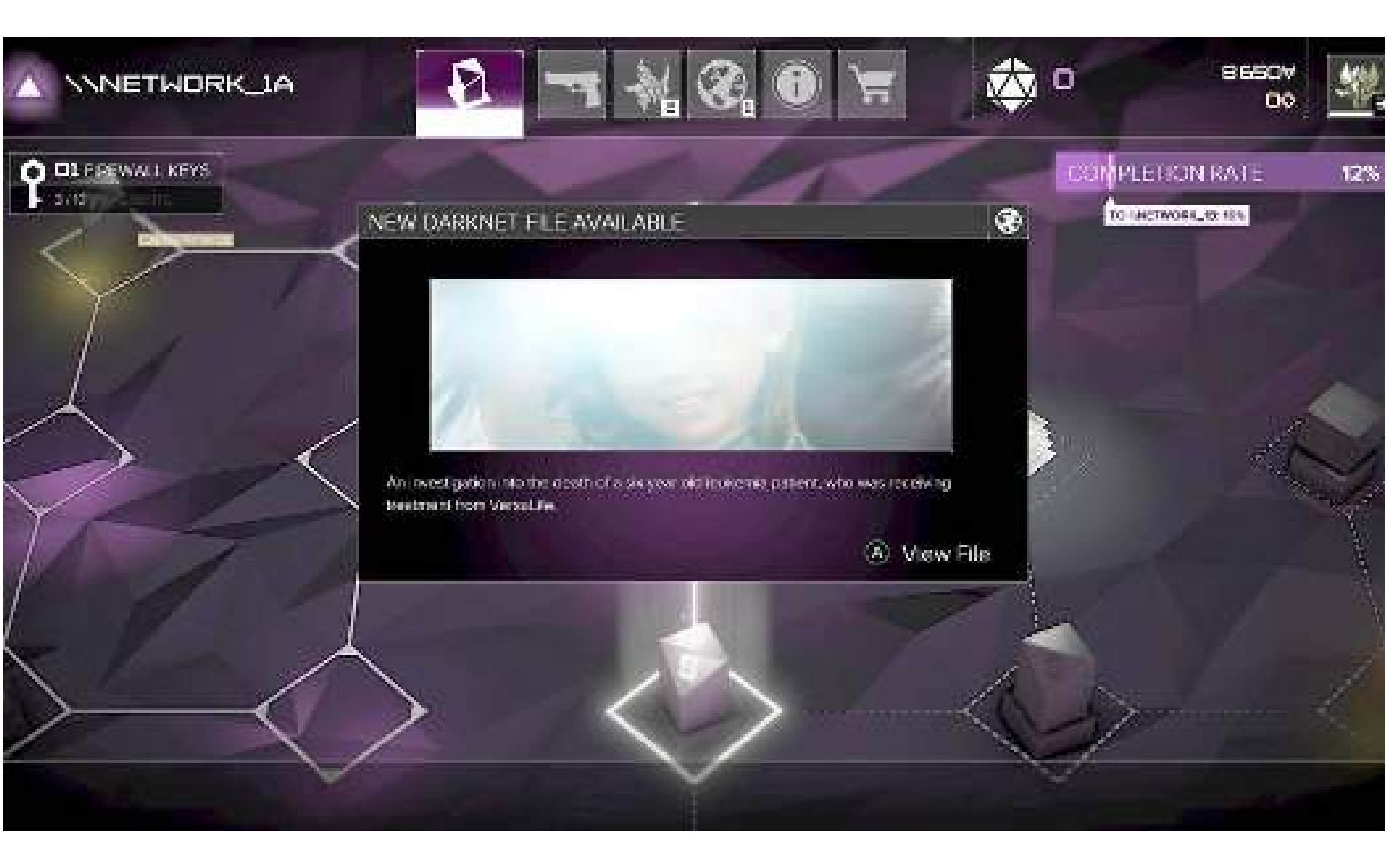
High Scores are one of the harder bonuses to get. You should use multiple Patches to increase your score multiplier. Find Patches that don't get in the way of your specific run through an area so that it's still not too hard to complete. For example, fast missions are still easy even if you lose health every second because you won't be there for long. You can also take Hypostims to survive. Go slowly during High Score runs, and make every shot count. Enemies must be killed with headshots so that you get the maximum bonus for their deaths. You can use other methods (explosive cubes, augmentations, etc.), but these don't always yield as many points, so watch your HUD carefully and experiment to see what gets you the best score. Get all data on the server. Destroy turrets and cameras. You get the idea. Never try to do a Speedrun and a High Score at the same time; they're totally different animals.



Speedruns, shockingly, are all about getting the mission done quickly. You don't want to go for every Data Tower. You don't want to fight enemies unless you have to. Instead, you just want to complete the minimum number of goals and then extract immediately. Use Cheats to make everything as easy as possible. Never bother with Patches because your score is irrelevant. Make a separate run when it's time to go for a High Score; they're tracked independently.

All Data Extracted is something to work on while you practice for a High Score. You don't care about hurrying, so search for every tower and make sure that you know where all of them are before you even think about a High Score run. Make a path that's as fast as possible between all of these servers so that you can hurry through and get your points. That leaves more time for killing enemies.

DARKNET FILES


NEW DARKNET FILE AVAILABLE

An investigation into the death of a six year old leukemic patient, who was receiving treatment from VersaLife.

There are additional rewards for completing Darknet Files. These are the conspiracies that you uncover as you make progress through Breach. They'll involve contacting other Rippers and paying some credits up front, but they reveal the truth about the corporations. At the end of each story, you get a substantial bonus.

THE CORPORATIONS

0:12.17
OBJECTIVE 10 Fragments
SCORE X 1.59 397
11
38
100
100

The different servers in this mode are tied to specific companies. As you intrude on each server, you'll notice a theme that varies based on the company you're hacking.

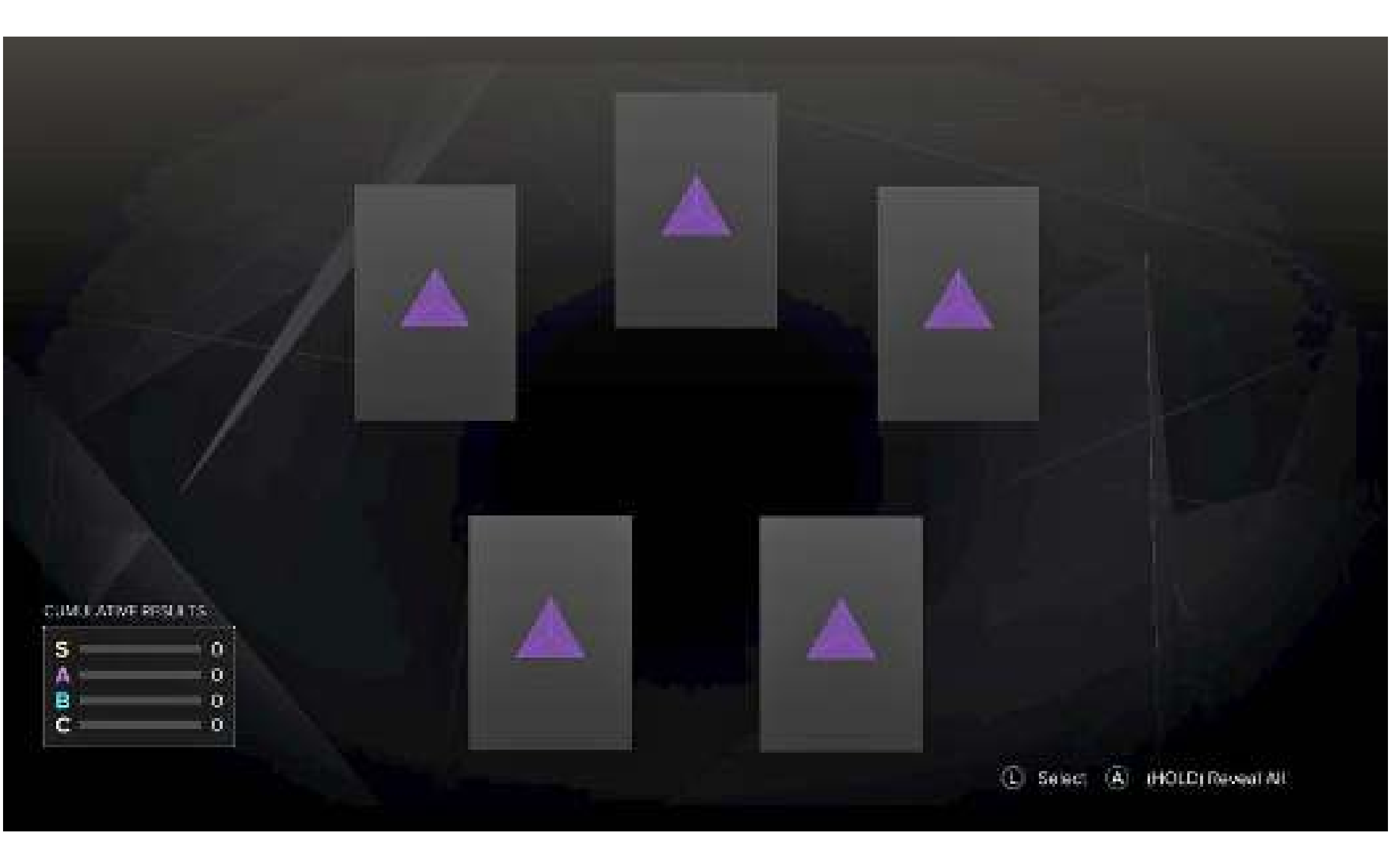
Tarvos Security has very traditional levels. There are sentinels, cameras, turrets, and chokepoints. These are usually very intuitive and require a mix of combat and stealth that matches the main story's style of play. Use a strong weapon loadout and survivability augmentations to excel at these runs. Levels like these are gray in tone.

Versalife servers are stranger. They have vertical areas that are hard to explore. It's possible to fall off of them and lose health, and there are a variety of hazards you must avoid, as well. Use jumping and dashing augmentations to give yourself a faster and easier time traversing these servers. Expect few sentinels, but a major force of drones, turrets, and robots. Hacking these makes life much easier. Versalife levels are a very light blue-gray in color.

SHADOWCHILD
0:04.54
OBJECTIVE 10 TB
EXTRACT DATA (10 TB)
EXTRACT CONTENTS FROM DATA TOWERS
SCORE X 1.59
SERVER BLOCK
TOGGLE
COST
11
38
100

Steiner-Bisley GMBH levels are wide open and depend on firepower to defeat you. Expect heavy enemies, large patrols, key weapon emplacements, but little subtlety. Go for raw damage output and survivability to win these intrusions. Stealth and careful play won't get you very far here. These levels are orange in color.

BUYING PACKS



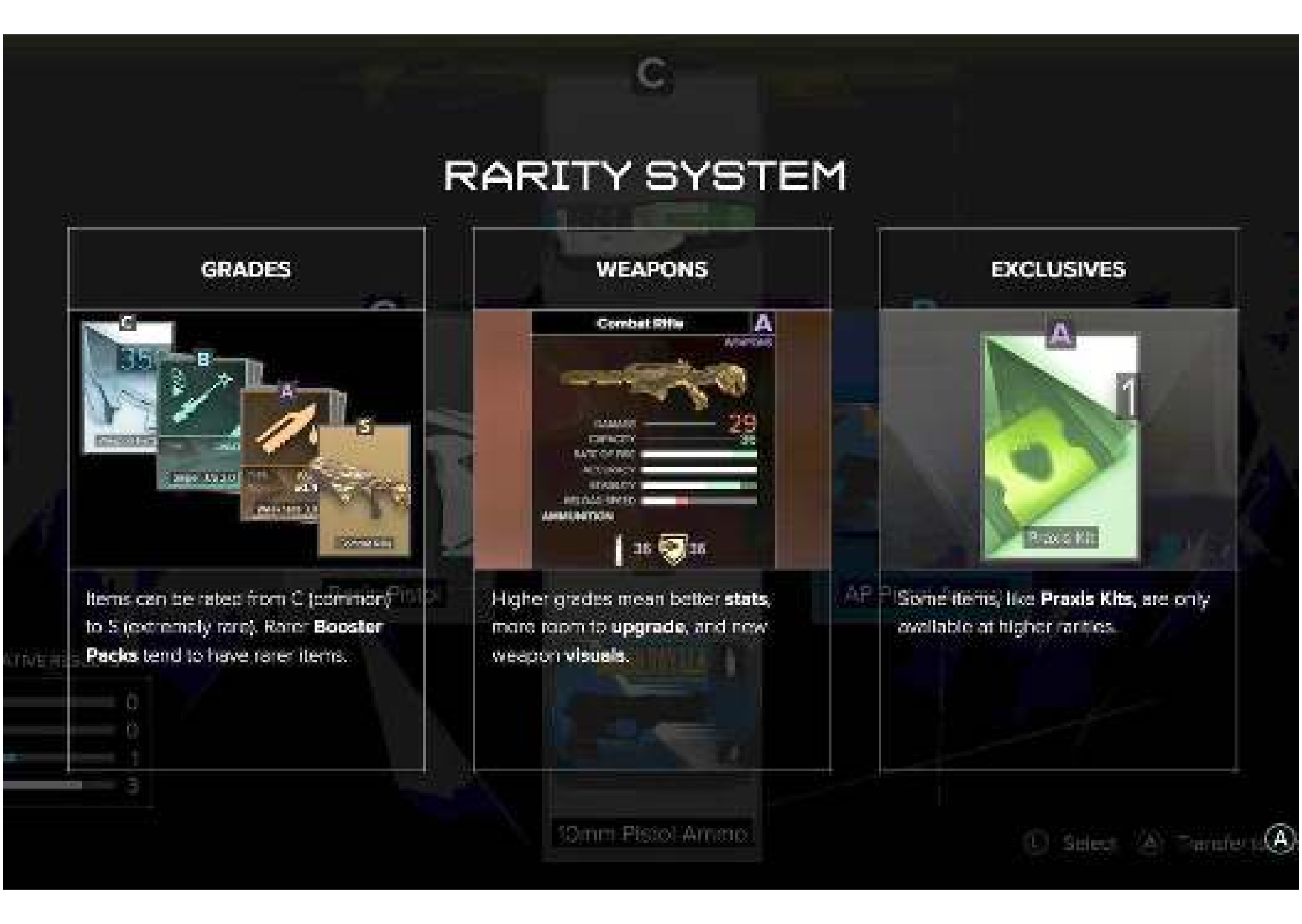
Between missions, go to the store and see if there is anything that you want to buy. This is where credits are exchanged for packs, keys, and ammo. At first, you want to put a considerable amount of credits into Standard Packs. Though poor in quality, they're cheap and help you fill out your character quickly with a modest assortment of weapons and items. Once you have a basic selection of weapons, start saving up for more expensive packs. The brutal Ripper Packs cost more than 30 times what a Standard Pack costs, but they're what you really want to save up for once you're in decent shape. Ripper Packs have a chance of giving you incredible equipment. A-class equipment is common in them, and you have the best chance for getting S-class items! Every one of those that you get is a major addition to your arsenal. The extra weapon parts, Praxis, and firewall keys in those packs are filler, but at least they're very expensive and useful filler!

Here are the items that are for sale.

Breach Store

Item	Cost	Contents
Standard Pack	6k	5 random items (unlikely to get higher than B class)
Special Ammo Pack	6k	5 sets of ammo (only for weapons that you currently own)
Modifier Pack	12.5k	5 Cheats or Patches
Enhancer Pack	15k	5 random items (won't get higher than A class)
Elite Pack	50k	5 random items (a chance of S class)
Ripper Pack	200k	5 random items (S-class items are common)
Key Pack 1.0	50k	Provides 1 firewall key
Key Pack 2.0	20 Chips	Provides 1 firewall key and 5 key fragments
Premium Ammo Pack	6 Chips	6 ammo items for weapons that you own, with no quality restrictions
Master Pack	50 Chips	6 items, mostly of A or S class
10MM Pistol Ammo	1k	50 shots
Revolver Ammo	1k	12 shots
Combat Rifle Ammo	1.5k	25 shots
Machine Pistol Ammo	1.5k	75 shots
Battle Rifle Ammo	1.5k	15 shots
Shotgun Ammo	1.5k	20 shots
Sniper Rifle Ammo	2k	8 shots

THE EFFECTS OF RARITY


RARITY SYSTEM

GRADES

Items can be rated from C (common) to S (extremely rare). Rarer **Booster Packs** tend to have rarer items.

WEAPONS

Higher grades mean better **stats**, more room to **upgrade**, and new weapon **visuals**.

EXCLUSIVES

Some items, like **Praxis Kits**, are only available at higher rarities.

Rarity influences the visual appearance and the attributes of the items you acquire in Breach. S is the highest rarity and yields the best bonuses. C is the lowest tier.

Weapons with higher rarity have a better starting point, and they also can be upgraded more times than their lower variants. This means that you can invest more weapon parts into a Combat Rifle (B) than a Combat Rifle (C). When you find a better version of something that you already have, consider trashing the old weapon for spare parts and using those to start improving your new gear.

If you already have a weapon that is fully upgraded, it's not always worth switching to something that's only one letter grade higher. In general, you should switch weapons earlier in your career, and start holding onto weapons much longer once you begin finding more Bs and As. Anything that is an S-rank weapon is worth your time, obviously.

0:10.00
250.00
LOCKDOWN
17

Some of the augs are different in Breach. All of these items are available as soon as you have Praxis to spend, and Overclocking isn't an issue. So, pick the items that you want the most, and beeline for them with your earliest points.

Though it's hard to farm for credits by grinding missions, it is entirely possible to farm for XP. Repeat fast, simple missions to get your character through the lower levels very quickly. This helps to get you critical augmentations without having to wait very long.

Breach Augmentation List

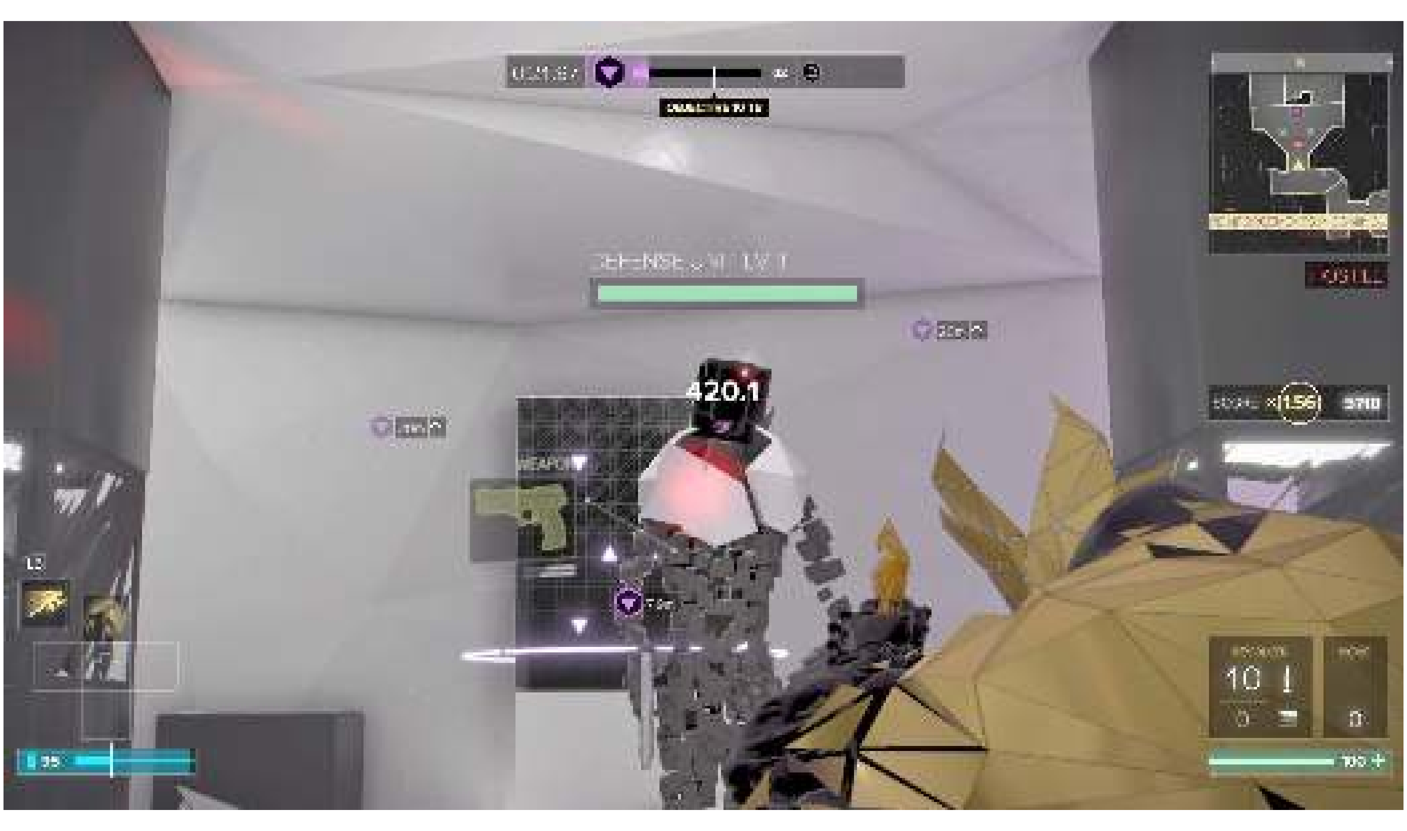
Augmentation	Memory Footprint	Effect
Dataport	None	Allows you to download from Data Towers
Focus	100	Slows time for greater accuracy
Frame Optimizer	75	Lowers Focus energy consumption to 80%
Frame Optimizer XL	150	Lowers Focus energy consumption to 60%
Nanoblade	50	Fires a powerful projectile
Explosive Pin	50	Lets you charge a Nanoblade attack to turn it into an area-of-effect explosion
Remote Hack	Free	Lets you manipulate targets remotely
Barricade Key	Free	Uses Remote Hack to manipulate towers and barriers
Laser Key	50	Uses Remote Hack on laser tripwires
Door Key	75	Uses Remote Hack on locked doors
Robo Key	75	Uses Remote Hack on drones to disable them briefly
Robo Breaker	150	Uses Remote Hack to destroy drones
Robo Master	150	Uses Remote Hack to turn drones friendly
Camera Key	50	Uses Remote Hack to temporarily disable cameras
Turret Key	75	Uses Remote Hack to briefly disable turrets
Turret Breaker	150	Uses Remote Hack to destroy turrets
Turret Master	150	Uses Remote Hack to turn turrets friendly
Signal Antennae	Free	Sets the standard range for Remote Hack
Signal Penetrator	100	Greatly extends the range of Remote Hack
Typhoon	100	Creates an area-of-effect blast around the player
Damage Up	75	Raises Typhoon's damage to 200
Damage Up XL	100	Raises Typhoon's damage to 300
Damage Up Max	150	Raises Typhoon's damage to 400
Peps	100	Installs a weapon that can knock down or knock back your enemies
Precision Burst	50	Lets you charge Peps to deliver a knockout attack against a single target
Tesla	100	Fires a disabling attack at a single target
Dual Arc	50	Lets Tesla lock on to two targets
Quad Arc	100	Lets Tesla lock on to four targets
Range Max	50	Increases Tesla's range
Energy Module	Free	Sets your base energy to 100
Energy Booster	50	Sets your base energy to 150
Energy Booster XL	100	Sets your base energy to 200
Energy Booster Max	150	Sets your base energy to 300
Energy Rebuilder	Free	You can always regen up to a cap of 30 energy
Energy Rebuilder XL	100	You can always regen up to a cap of 45 energy
Energy Rebuilder Max	150	You can always regen up to a cap of 60 energy
Fusion Timer	Free	Delays 3.5 seconds before energy starts to regen
Fusion Timer XL	50	Delays 2.7 seconds before energy starts to regen
Fusion Engine	Free	When regenerating, you gain 2 energy per second
Fusion Engine XL	25	When regenerating, you gain 3 energy per second
HP Module	Free	Sets your health to 100
HP Booster	50	Sets your health to 150
HP Booster XL	100	Sets your health to 200
HP Booster Max	200	Sets your health to 300
HP Rebuilder	Free	You can regen up to 25 health
HP Rebuilder XL	100	You can regen up to 45 health
HP Rebuilder Max	150	You can regen up to 60 health
Regen Delay	Free	HP regen starts after 7 seconds
Regen Delay XL	25	HP regen starts after 5 seconds
Recycle Engine	Free	You gain 2 HP/Sec when regenerating
Recycle Engine XL	25	You gain 4 HP/Sec when regenerating
Arm Interface	Free	N/A
Punch Through Walls	50	Lets you break through weakened walls
Takedown	Free	Instant victory against AI sentinels
Takedown 2X	100	Instant victory against two adjacent AI sentinels
Packer	100	Extends storage to 10 columns
Packer XL	100	Extends storage to 12 columns
Packer Max	100	Extends storage to 14 columns
Jump	Free	Lets you jump
JumpMOD	100	Hold down the Jump button to use a high jump
Multi Jump	100	Press Jump again in midair to use a double jump
Multi Jump 3X	100	Jump twice in midair to do a triple jump
Icarus Landing	Free	Prevents falling damage
Landing Strike	Free	Press the button that's prompted when falling to damage or destroy the enemies below
Icarus Dash	50	Dash at high speed in the given direction
Precise Dash	100	Lets you aim your dash, disable enemies, and reach more distant targets
Motion	Free	Lets you control your avatar in Breach
Silencer XY	75	Move silently when walking or running
Silencer Port	50	Silently extract from Data Towers
Crawl Speed	75	Move faster when crouched
Titan	50	Negates incoming damage
EMP Defense	50	Ignore EMP effects when using Titan
Efficiency Mod	50	Lowers the cost of Titan to 4 energy/second
Efficiency Mod XL	50	Lowers the cost of Titan to 3 energy/second
Cloak	100	Become invisible
Energy Recycler	75	Reduces the cost of Invisibility by 15%
Energy Recycler XL	100	Reduces the cost of Invisibility by 30%
Combat Support	75	You can stay invisible while using Takedowns
Armor	100	Reduces incoming damage from enemy attacks by 7%
Armor XL	100	Reduces enemy attack damage by 14%
Armor Max	150	Reduces enemy attack damage by 21%
Electro Filter	300	Protects your avatar from EMP damage
Renderer	Free	Controls your HUD
Flash Cancel	25	Concussion weapons have no effect on your avatar
Last Position	Free	Shows the last place where enemies spotted your character
Alarm Cancel	50	Cancels the current alarm
Mark Tracker	50	Lets you mark and track enemies
Smart Vision	100	Lets you see through walls and spot targets
Reconsume	59	Lowers Smart Vision energy cost to 3/second
Reconsume XL	100	Lowers Smart Vision energy cost to 2/second
Radar View	Free	Controls your radar
Radar Timer	Free	Displays the remaining alarm time
Topographics	Free	Projects walls and solid objects onto your radar map
Pulse View	25	Displays noise you're generating
Vision Predictor	75	Displays enemies' field of view on your radar
Range Boost	50	Extends your radar range

Augmentations cost 1-4 Praxis each. You get Praxis from levels and some kits that you find in packs. These can be found at any level of pack, but they are certainly way more common in higher-end packs.

You're still slightly limited in which augmentations you can use, even after unlocking everything you need. As you level up, your character gets more memory. That controls how many augmentations you're allowed to have "equipped" simultaneously. You can unslot any augmentations that aren't needed to free up memory, and then put things back on later. You never have to re-purchase any of your augmentations, so don't worry about buying something and then needing to turn it off.

Into the Breach

Enemies and Obstacles



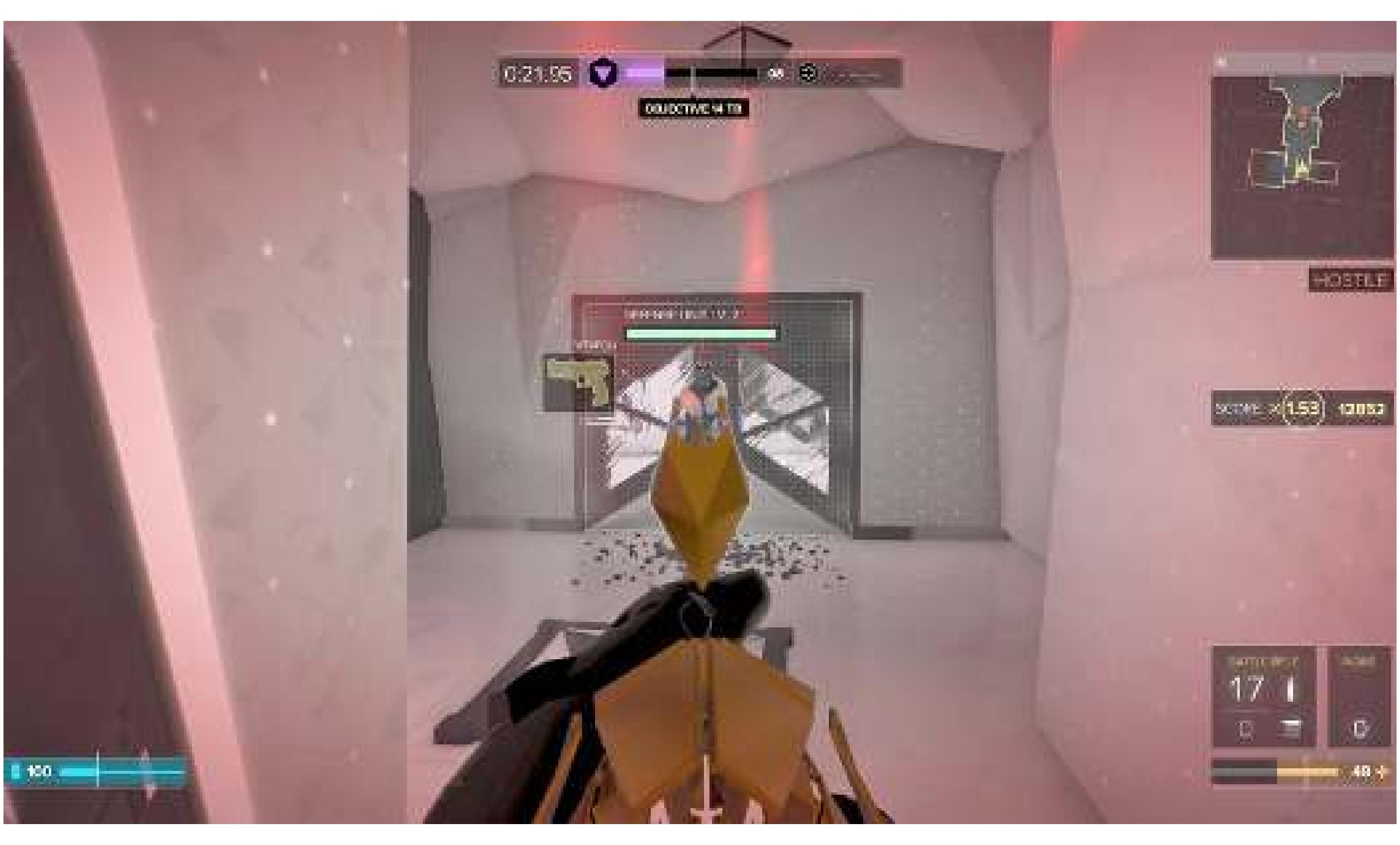
Most servers have defenses. The enemies that you encounter during Breach have decent weaponry but can't call in too much backup. Thus, your fights are usually against individuals or small groups. Drones, robots, and turrets augment these forces so that they're not always easy to overwhelm.

Make your life easier by carrying extra ammo of special types so that you can hit nastier targets in their weaknesses instead of having to just throw more rounds at them.

Defeated enemies sometimes return to the area if you take too long. These reinforcements are always slightly stronger than the first version you took out, so don't underestimate them.

Point your reticle at any enemy to see more information about the target; this displays the defender's name, level, health, and weapon. Use this to figure out the ideal range of that adversary, and make sure to fight them either closer or farther away so that they aren't gaining an advantage over you.

SENTINELS



Sentinels are humanoid patrollers who have ranged weapons. They may or may not have armor. Stun ammo is very strong against sentinels of all types. Takedowns give you instant kills against these units, but headshots are also very effective.

Use longer-range weapons against sentinels who are carrying Shotguns. Sneak up and use faster weapons at close range against enemy snipers. Sentinels who only have Pistols seem much weaker, but they're usually carrying grenades, so they're good to fight at longer range.

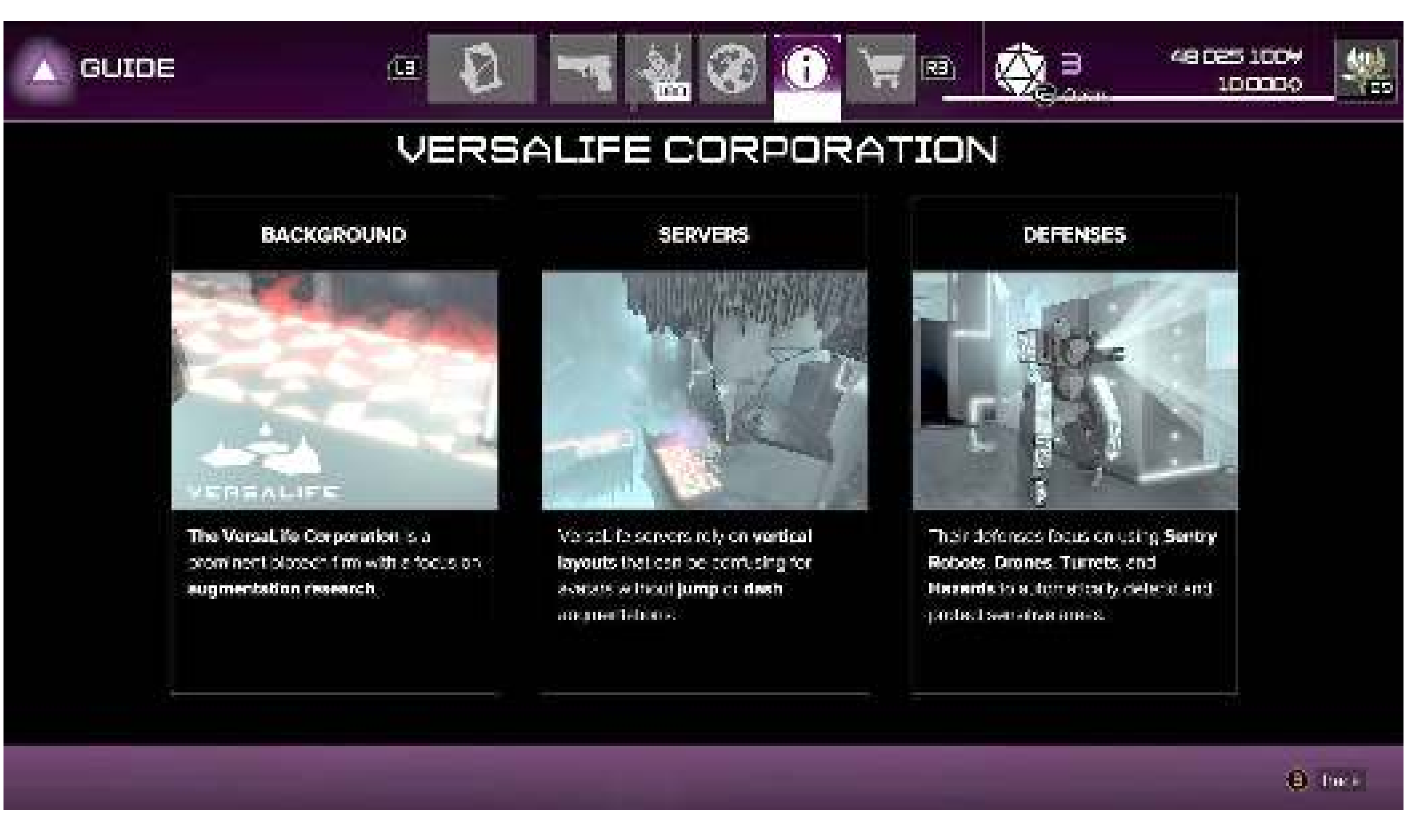
HEAVY UNITS

SERVER BLOCK

Large sentinels, called heavies, are used as bosses or tougher targets on longer missions. Use Stun ammo or AP ammo to gain an advantage against them. Weapons with incredible burst damage are reliable when fighting heavies. The Devastator, Tactical Shotgun, and all automatic weapons are quite good. Due to their time between shots, sniping weapons are poor choices. You can't just snipe and kill a heavy because of their extreme health; it's better to overwhelm them.

If you stun a heavy and then use a Takedown, you can defeat them instantly.

DRONES AND SENTRIES



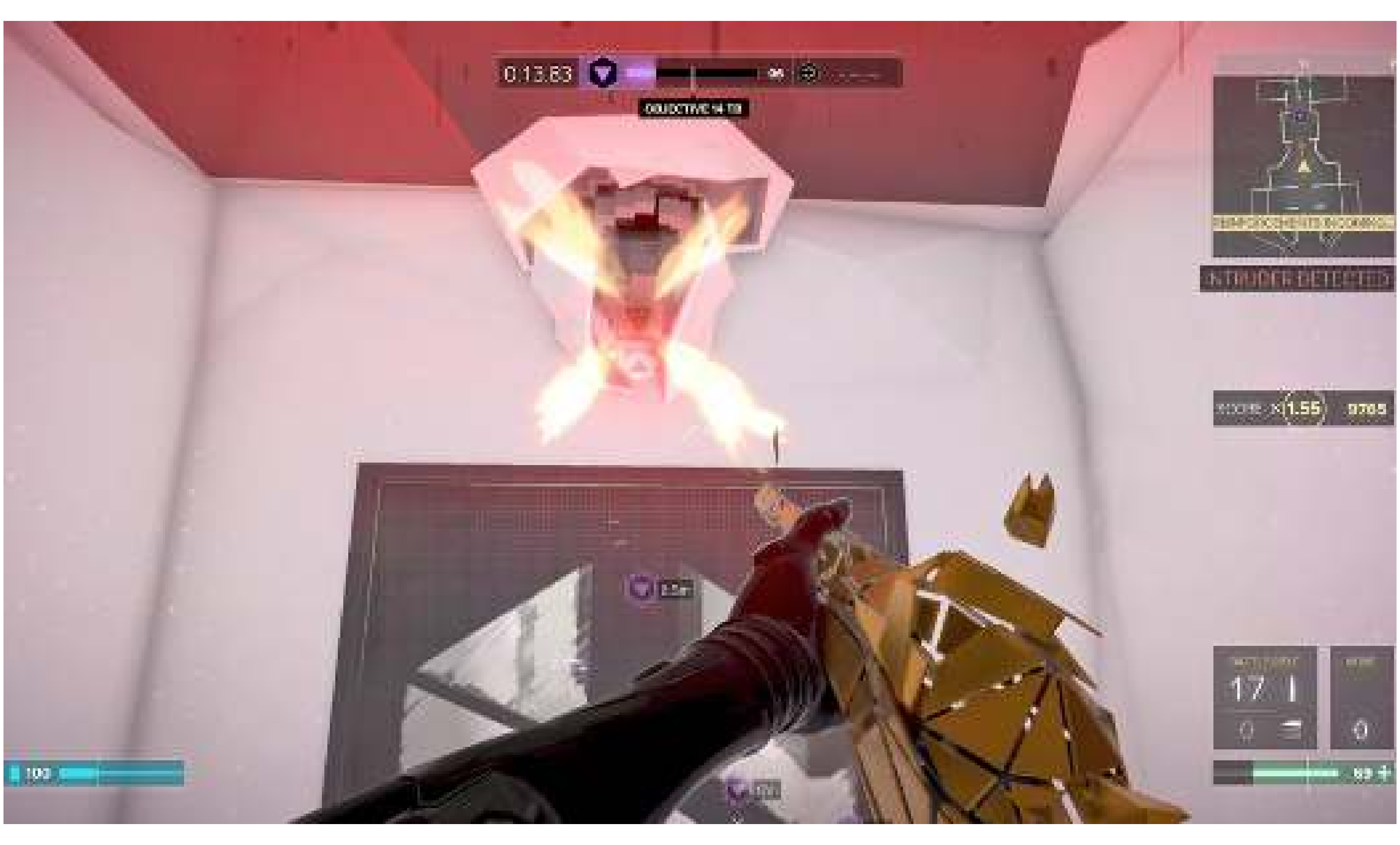
The VersaLife Corporation is a prominent biotech firm with a focus on **augmentation research**.

VersaLife servers rely on **vertical layouts** that can be confusing for avatars without **jump** or **dash** augmentations.

Their defenses focus on using **Sentry Robots**, **Drones**, **Turrets**, and **Hazards** to automatically detect and protect sensitive areas.

Both drones and sentries are weak to EMP ammo. Use that to disable them while you damage the targets, or use Remote Hacking against them. Weaker, fast weapons help when killing drones. Switch to heavier weapons against sentries; they're easier to hit but have quite a bit of health.

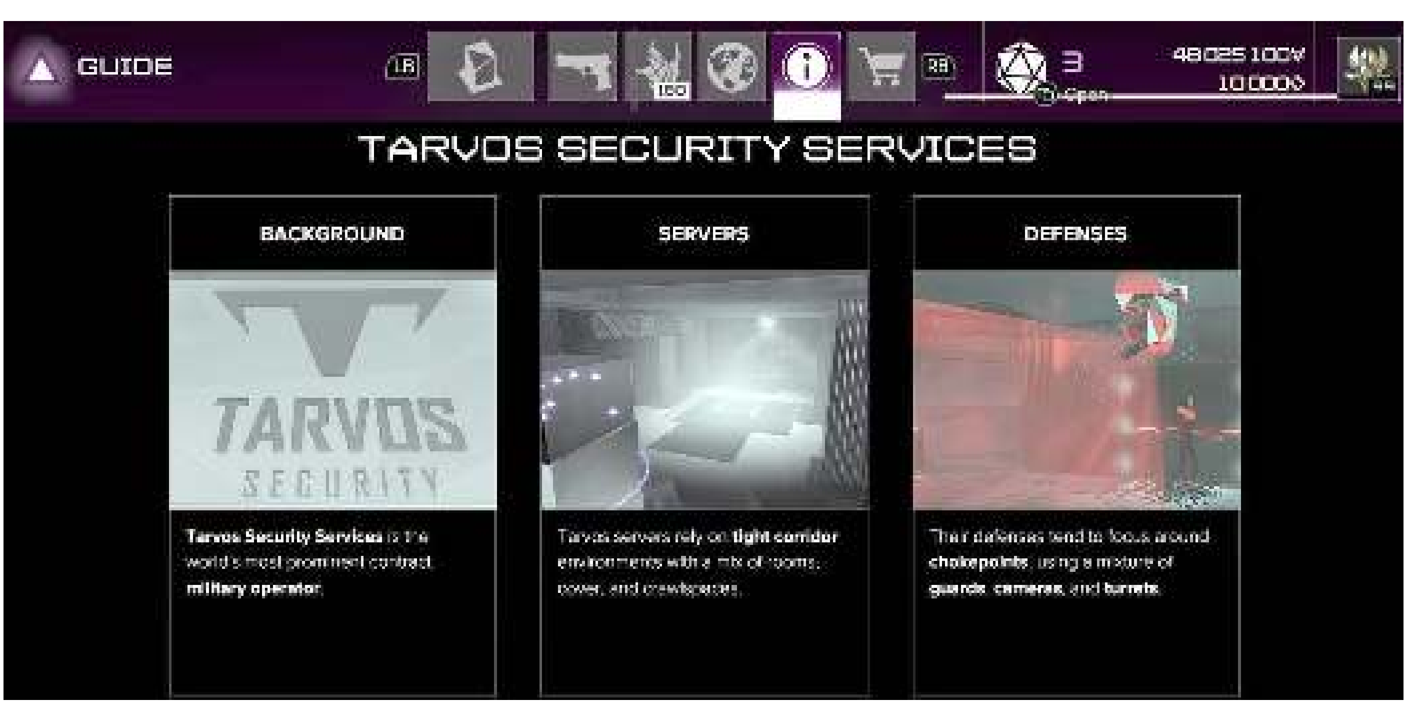
TURRETS



Destroy turrets at long range with sniping weapons and other accurate choices. If you are close to a turret, hide and prepare a burst weapon like a Shotgun, and use that if you have to. EMP bullets disable turrets for a short period of time (and that the effect stacks for each bullet).

Remote Hacking works well against turrets that haven't been alerted to your presence.

LASER FENCES



Tarvos Security Services is the world's most prominent contract **military operator**.

Tarvos servers rely on **tight corridor** environments with a mix of rooms, cover, and crawlspaces.

Their defenses tend to focus around **chokepoints**, using a mixture of **guards**, **cameras**, and **turrets**.

There are several types of laser fences in Breach, and their color lets you know what they do before you risk tripping over them.

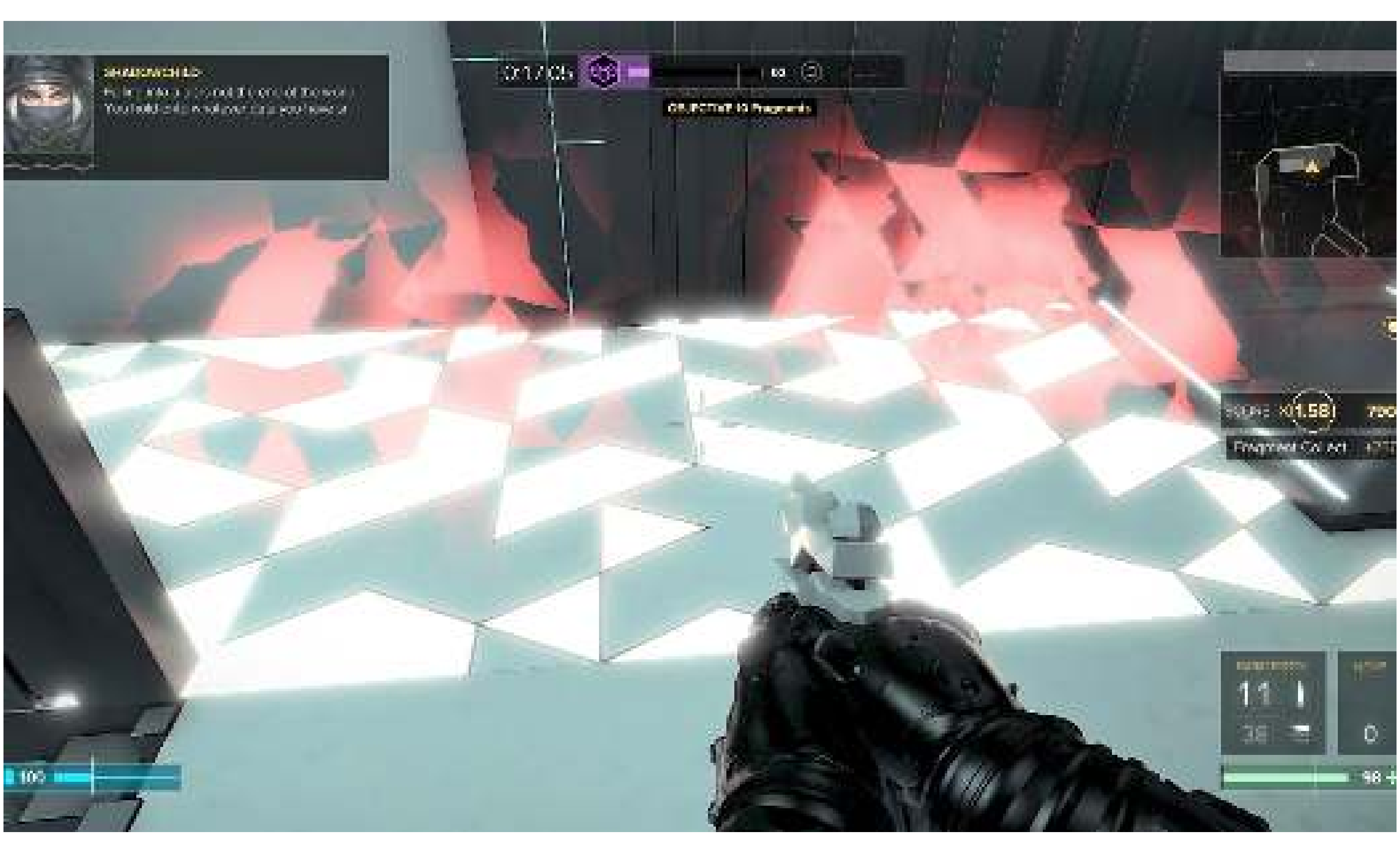
Red lasers are what you're already used to. They set off an instant alarm if you go through them.

Orange lasers deal damage while you're in contact with them. Rushing through these fences minimizes the damage that you take, though it's still not ideal.

Blue lasers drain your energy. If you're already really low, this isn't too big of a deal, but it's particularly bad early in a mission when you're at high capacity and stand to lose the most.

You can disable all laser fences with Remote Hacking. As long as you can spare a little time, do this instead of forcing your way ahead.

HAZARDS

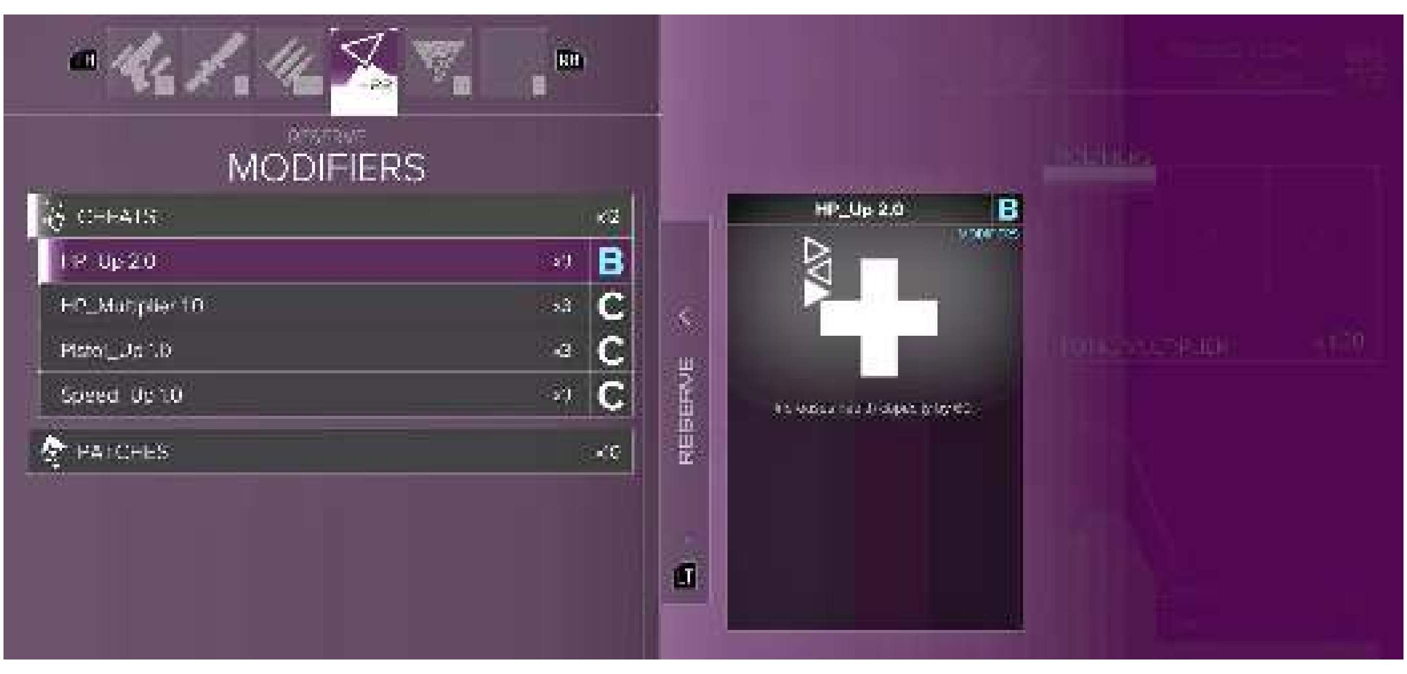


There are a couple types of hazards in Breach. Red hazard fields deal damage to your health as long as you stand on them. Jump over these, use blocks to keep off the ground, or sprint across the fields.

Blue hazard fields have an EMP effect. They drain your energy and prevent augmentations from activating. Sometimes, the Data Towers are inside these fields. Find a block, drop it into the field, and then stand on top of the block. From there, you can use the Data Tower without being influenced by the hazard.

Into the Breach

Modifiers



Cheats and Patches are collectively known as Modifiers; they change the rules of the servers that you're going into. Cheats make the mission that you're about to run easier. They're perfect for Speedruns! Patches make the missions harder, but they grant you bonus points. They're essential for High Score runs.

Build up a supply of Modifiers by opening as many packs as you can afford. Save these while you practice each mission. Because Modifiers are consumable, you don't want to waste any of them. Instead, practice a level until you're really good at it. This way, you are likely to succeed in getting a Highscore or Speedrun bonus once it's time to use your Modifiers. After getting those one-time-only bonuses, save your Modifiers for levels that give you a lot of trouble, or for winning Challenges against other players!

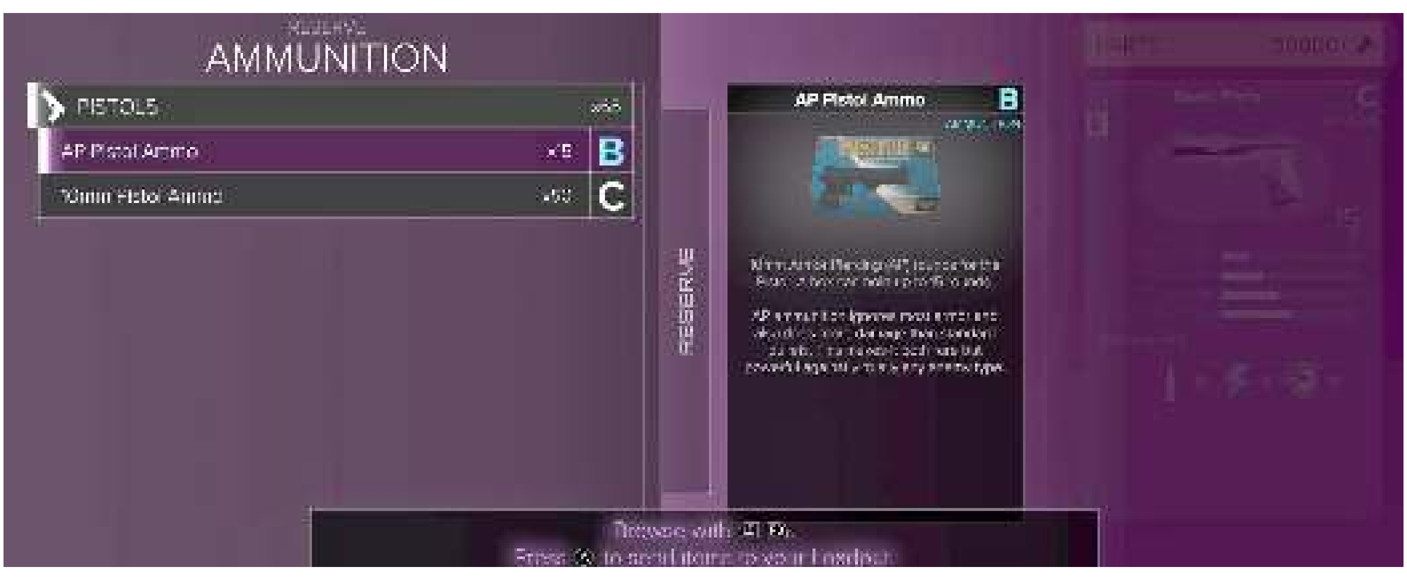
Here's a list of the Modifiers in the game.

Modifier List

Name	Rarity	Mod Type	Score Improvement	Technical Details
Weakness 1.0	C	Patch	5%	Damage from enemies x 150%
Weakness 2.0	B	Patch	17%	Damage from enemies x 200%
Weakness 3.0	A	Patch	40%	Damage from enemies x 400%
Damage Down	B	Patch	18%	Weapon damage reduced to 50%
Recovery Ban	C	Patch	8%	Fails upon use of healing items
Stealth Rule	S	Patch	40%	Fails upon any alert
Attack Ban	A	Patch	25%	Fails upon damaging any enemy
Damage Ban	S	Patch	45%	Fails upon the avatar sustaining HP damage
Time Limit	B	Patch	35%	Must escape within par time
Regen Lock	B	Patch	15%	Your health does not regenerate over time
Aug Ban	S	Patch	30%	Fails upon using non-default augmentations
A.I. Regen 1.0	C	Patch	8%	Enemies regenerate 10% HP per second
A.I. Regen 2.0	B	Patch	14%	Enemies regenerate 30% HP per second
Big Brother	B	Patch	10%	Enemies detect the avatar 50% faster
Respawner	B	Patch	17%	AI respawn time -40%
Pistol Rule	A	Patch	20%	Must only use Pistol, Disruptor, TMP, or Revolvers
Rifle Rule	B	Patch	15%	Must only use Combat, Battle, or EM Rifles
Sniper Rule	A	Patch	17%	Must only use Sniper, Lancer, or Stun Rifles
Shotgun Rule	B	Patch	11%	Must only use Tactical or Devastator Shotguns
HP Burn 1.0	C	Patch	7%	Avatar HP drains by 0.5% per second
HP Burn 2.0	A	Patch	20%	Avatar HP drains by 1% per second
HP Burn MAX	S	Patch	40%	Avatar HP drains by 2.5% per second
HP Static Burn	B	Patch	12%	Avatar HP drains by 4% per second, if not moving
Energy Burn 1.0	C	Patch	9%	Avatar energy drains by 0.5% per second
Energy Burn 2.0	B	Patch	15%	Avatar energy drains by 1% per second
Energy Burn MAX	A	Patch	20%	Avatar energy drains by 2.5% per second
Speed_Up 1.0	C	Cheat	None	Avatar movement speed x 130%
Speed_Up 2.0	B	Cheat	None	Avatar movement speed x 150%
Speed_Up 3.0	A	Cheat	None	Avatar movement speed x 200%
HP_Up 1.0	C	Cheat	None	Increases health capacity by 25 HP
HP_Up 2.0	B	Cheat	None	Increases health capacity by 60 HP
HP_Up 3.0	A	Cheat	None	Increases health capacity by 100 HP
HP_Up MAX	S	Cheat	None	Increases health capacity by 200 HP
HP Multiplier 1.0	C	Cheat	None	Increases health capacity by 15%
HP Multiplier 2.0	B	Cheat	None	Increases health capacity by 45%
HP Multiplier 3.0	A	Cheat	None	Increases health capacity by 75%
HP Multiplier MAX	S	Cheat	None	Increases health capacity by 125%
Energy_Up 1.0	C	Cheat	None	Increases energy capacity by 25 EN
Energy_Up 2.0	B	Cheat	None	Increases energy capacity by 60 EN
Energy_Up 3.0	A	Cheat	None	Increases energy capacity by 100 EN
Energy_Up MAX	S	Cheat	None	Increases energy capacity by 200 EN
Pistol_Up 1.0	C	Cheat	None	Increases Pistol damage by 150%
Pistol_Up 2.0	B	Cheat	None	Increases Pistol damage by 200%
TMP_Up 1.0	C	Cheat	None	Increases Machine Pistol (TMP) damage by 150%
TMP_Up 2.0	B	Cheat	None	Increases Machine Pistol (TMP) damage by 200%
Combat_Up 1.0	C	Cheat	None	Increases Combat Rifle damage by 150%
Combat_Up 2.0	B	Cheat	None	Increases Combat Rifle damage by 200%
Shotgun_Up 1.0	C	Cheat	None	Increases all Shotgun-type damage by 150%
Shotgun_Up 2.0	B	Cheat	None	Increases all Shotgun-type damage by 200%
Sniper_Up 1.0	C	Cheat	None	Increases all Sniper- / Battle Rifle-type damage by 150%
Sniper_Up 2.0	B	Cheat	None	Increases all Sniper- / Battle Rifle-type damage by 200%
Revolver_Up 1.0	C	Cheat	None	Increases all Revolver-type damage by 150%
Revolver_Up 2.0	B	Cheat	None	Increases all Revolver-type damage by 200%
Grenade_Up 1.0	C	Cheat	None	Increases all Grenade-type damage by 150%
Grenade_Up 2.0	B	Cheat	None	Increases all Grenade-type damage by 200%
GunArm_Up 1.0	C	Cheat	None	Increases all augmentation weapon damage by 150%
GunArm_Up 2.0	B	Cheat	None	Increases all augmentation weapon damage by 200%
Shield_Up 1.0	C	Cheat	None	Reduces avatar HP damage
Shield_Up 2.0	B	Cheat	None	Reduces avatar HP damage

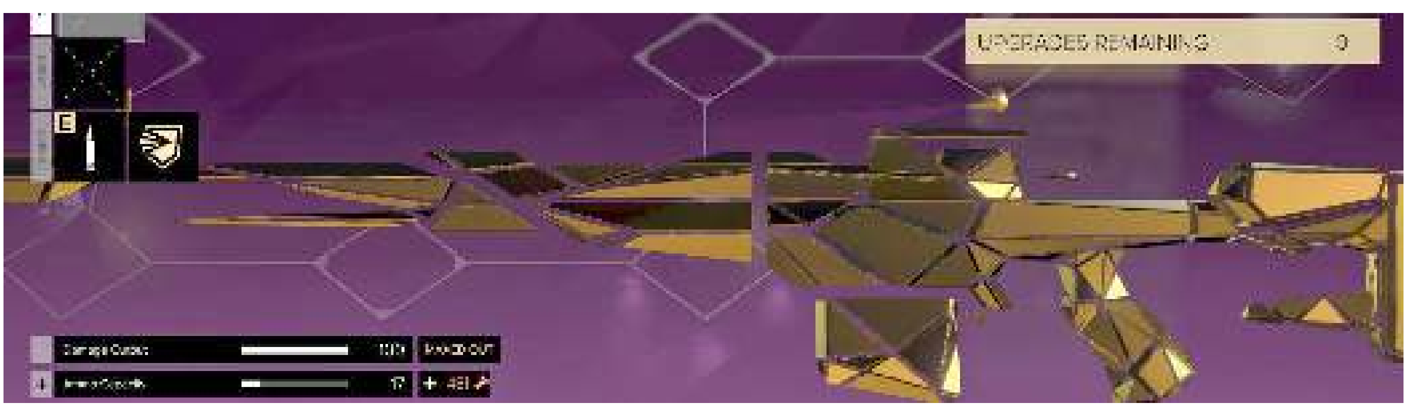
Into the Breach

Equipment



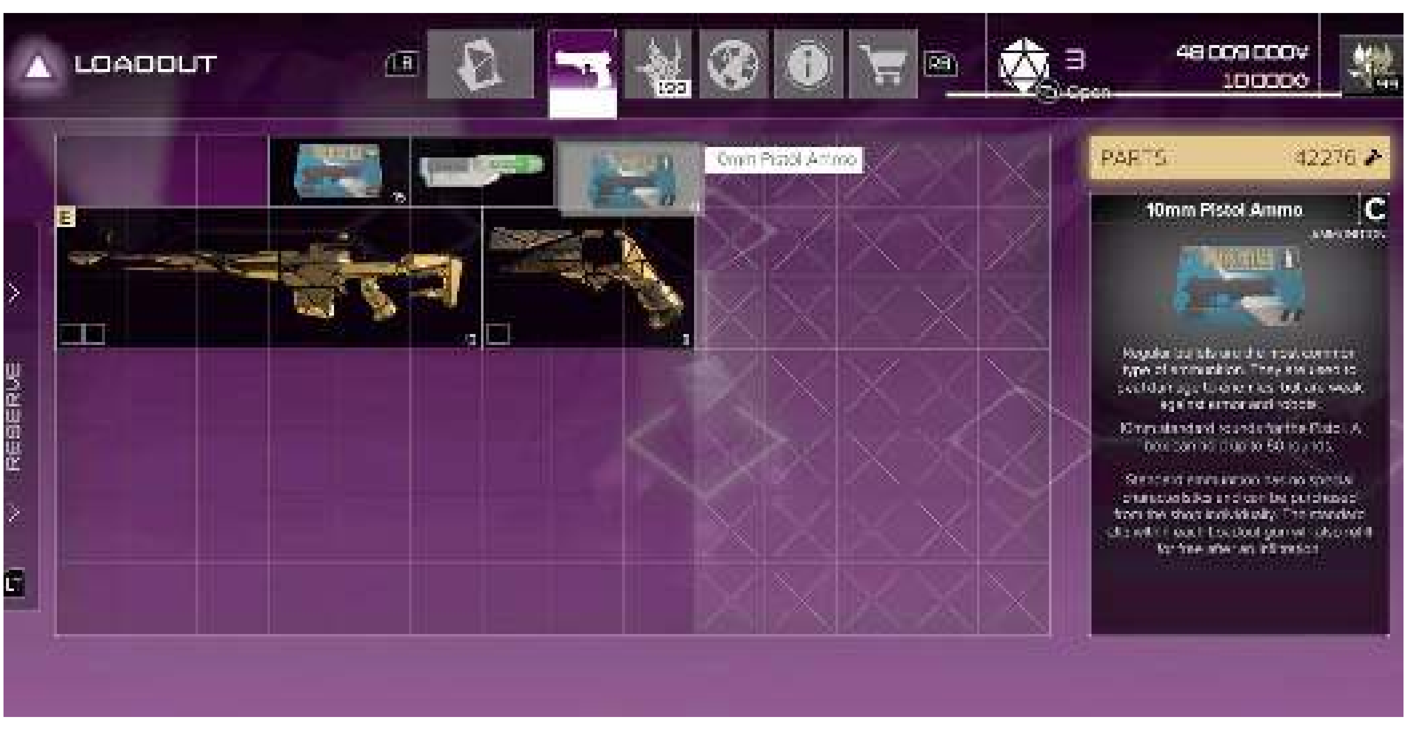
There are minor differences between your weaponry in the main story mode and the ones you can access in Breach. Because you must purchase extra ammo in Breach, it's very smart to have multiple weapons in your inventory. This allows you to exploit one generous aspect of the mode: it always refills your weapons' magazines after a mission. If you have three weapons and can swap them around, you'll be able to get through many missions without using any extra ammo. This saves huge amounts of credits in the long run, and you don't have to hit up the shops and spend time worrying about resupplying your ammo, either. It's a win-win.

WEAPONS



Weapon Name	Purpose in Breach
10MM Pistol, Basic Pistol	Dispatching unarmored sentinels
Machine Pistol	Has cheap ammo for a weapon that can spray down heavies and turrets (things that don't dodge well and are easy to hit)
Revolver, Cobra Revolver	Taking out tougher targets at medium range
Sniper Rifle, Lancer Rifle	Long-range kills against non-boss targets
Tactical Shotgun	Short-range defense, turret killing, fast kills against sentinels
Battle Rifle	Safe combat at medium or long range
Combat Rifle	Relatively cheap ammo for a high-damage weapon; a good weapon for your default loadout
Devastator Shotgun	Annihilates turrets, heavies, and sentries
Stun Rifle, Disruptor Pistol	Disables sentinels quietly
Grenade Launcher	Kills groups of targets
EM Rifle	EMP weapon that really disrupts cameras, turrets, drones, and sentries

AMMO



Regular ammo inflicts a standard amount of damage and doesn't have any special effects. This is the only type of ammo that gets refilled free of charge in Breach, and you only get one magazine's worth of ammo for each of the weapons in your loadout.

AP ammo is just great in general. It has increased damage against most targets and should be saved for dangerous encounters (mostly bosses).

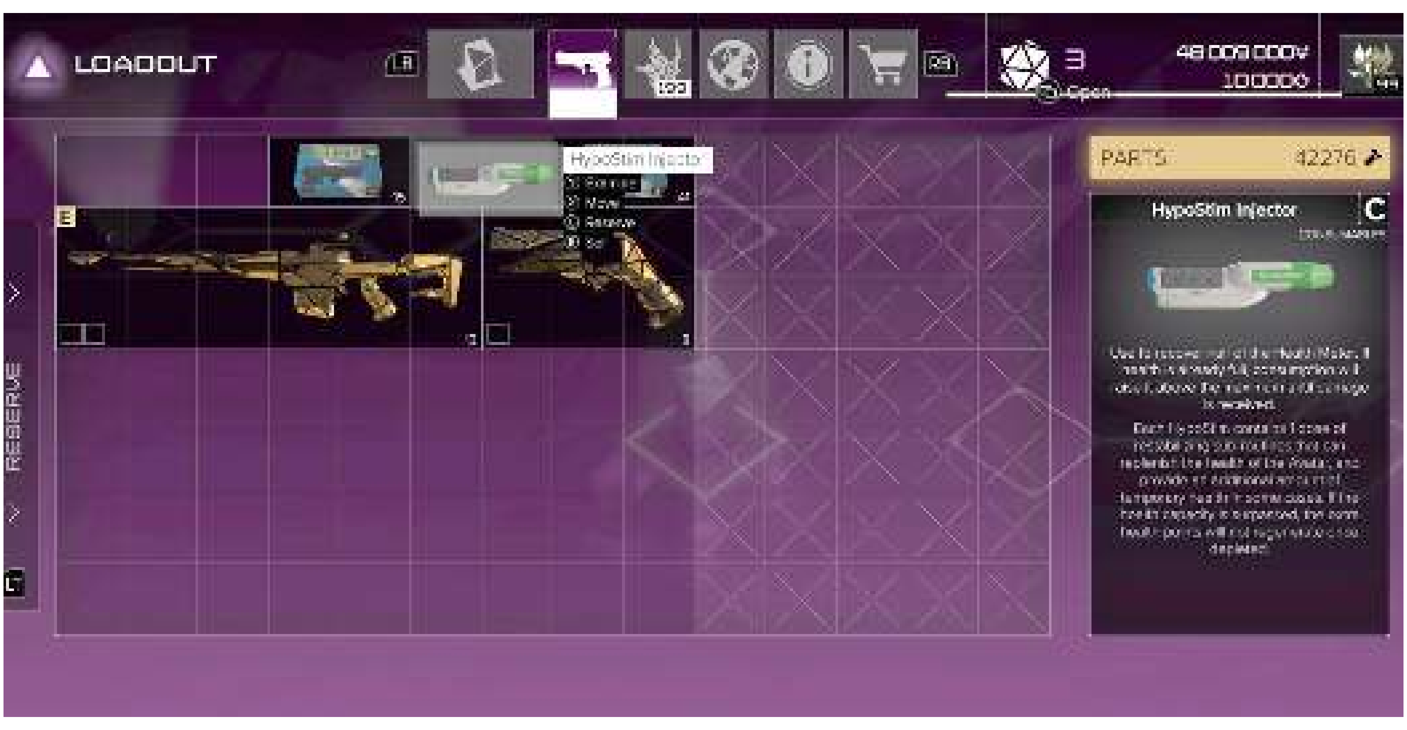
EMP ammo deals 10% less damage but disables robots, drones, turrets, and cameras.

Stun ammo disables sentinels. It's used in conjunction with the Stun Rifle to let you disable targets and sneak by.

LAG ammo doesn't do damage, but it slows your targets down. This leaves them vulnerable for a while. You can sneak by, or switch to another weapon and go for the kill. This ammo is tied to the Disruptor Pistol.

CTRL ammo causes targets to fight for you temporarily. Use these with your Disruptor Pistol to cause chaos in the enemy ranks. It's best saved for levels with larger fights.

CONSUMABLES



Biocells, Hypostims, grenades, and mines make up your assortment of consumables. You have to slot them into your loadout before starting a mission, or else they won't be available to you. It's always good to have at least a couple of Biocells and Hypostims on hand. They won't get destroyed until you actually use them, so there's no reason not to dedicate a bit of your loadout space to them. Don't use these costly items unless you're late in a mission and know that it's worth the expense. Don't use anything during practice runs or dailies that you will miss. That way, you can afford to go nuts when you're attempting to get High Scores and Speedruns.

The same concept holds true for grenades and mines, although you don't always need to keep them in your loadout. Their use is situational, and player preference determines whether they're worth your precious loadout space.

Challenges

A challenge is a single server map (level) with specific AI Evolution settings, sent from one player to another. It can be either a SCORE challenge or TIME challenge, but not both. If the receiver fails to beat the score, the sender wins, and vice-versa.

PLAYING THE CHALLENGE

SCORE x1.49 10617

At any time (once the feature is unlocked) the list of challenges can be viewed from the VR Map Screen.

Once a challenge is selected, it displays the PLANNER just like any other level, allowing the player to set modifiers, loadout, augmentations, etc.

Playing a challenge also works like any level, in that the Avatar can die, resources are consumed, objectives must be obeyed, etc.

The AI Evolution settings for the map are LOCKED and cannot be altered. However, playing the map does not cause the player's own AI Evolution settings to change afterward.

LIMITS

A Challenge can be attempted only three times. If you fail a third time, the challenge is considered failed and can no longer be accessed on the list. A challenge also has a time limit of five days, after which point it expires and is removed from the receiver's list. Expiration happens regardless of the number of attempts remaining.

UNLOCK

You can't send challenges to other players until you've gotten through a moderate portion of the Breach storyline.

REWARDS

SHADOWCHILD
0:47.50
ALL DATA EXTRACTED
0:53.53
DATA DOWNLOAD COMPLETE
LOCKDOWN
SCORE x1.33 8645
95

Once a challenge is sent, there are three possible outcomes.

YOU EXCEED THE CHALLENGE TARGET!

The receiver immediately receives a special Booster Pack for winning

The sender is notified that the receiver beat the target

YOU FAIL THE CHALLENGE THREE TIMES

The sender is notified that the challenge succeeded

The sender receives a Booster Pack

The receiver earns an "attempt" pack for completing the three tries

The challenge is removed from the receiver's list

IF YOU REFUSE A CHALLENGE OR IT EXPIRES AFTER SEVERAL DAYS

The sender receives an "attempt" pack

The challenge is removed from the receiver's list

SENDING A CHALLENGE

0:32.57
2:28.34
DEFENSE UNIT LV. 1
LOCKDOWN
SUSPICIOUS
SCORE x1.47 5292
17

Challenges can be sent from the LEVEL RESULTS SCREEN following the successful completion of a level. Press the appropriate button on the Level Results Screen to access the Send Challenge UI. A Challenge can be sent from successfully completing a challenge.

LIMITS

A limit of three challenges can be sent per day. Once the limit is reached, the send function is disabled.

APPEAL

Challenges give everyone a chance to compete with each other while still receiving many rewards for their efforts. It's easy to send challenges, and you're likely to get plenty of rewards from doing so! This is a great way to continue earning credits and packs even after you've beaten all of the maps in Breach.

Into the Breach

AI Evolved

At some point during the Breach intrusion, the Palisade upgrades their AI defense core with a learning module. This makes the Blade capable of learning from Avatar infiltrations and building up defenses to stop them.

This makes Breach more challenging and exciting in several ways.

AI CORES

Damage: Damage controls systems that can kill avatars faster

Defense: Defense controls systems that protect against avatar attacks

Delay: Delay controls systems that slow down avatar infiltrations

SCORING

Every time the player completes a server map (failures do not count), experience points for each of the three AI cores are **secretly** tallied. The overall gain for each core is shown on the Level Results, Progress tab.

SOFTWARE VERSIONS

If a core receives enough XP, it levels up to the next software version. Each version activates a new gameplay effect that applies to ALL levels within the Breach (for that player). At max level, the software version can no longer be increased, but difficulty is so substantially boosted at that point that players will feel strong pressure to downgrade when possible.

SCORE BONUS

Increasing the Software Version has the side effect of increasing the AI EVOLUTION MULTIPLIER, which can add up to a 2x score bonus per level. Players interested in high scores may want to increase Software Versions on purpose to raise this multiplier.

DOWNGRADE

Through regular gameplay, Software Versions can only increase. To downgrade, players can use NUKE VIRUSES from the AI Evolution Details panel or VR Map. Each Virus will downgrade one or more cores by a specific number of levels. Nuke Viruses can be found in Booster Packs.

CHALLENGES

When a player sends a challenge, their AI Core status is also sent. The receiving player has to not only play for the challenge time/score specified, but must also do so using the AI Core Versions the sender had. Playing a challenge will not affect the receiver's AI Core levels. After playing, everything reverts to what it was before.

Overview

Before You Start

The world is still reeling from the events of *Deus Ex: Human Revolution*. If you didn’t play the first game in the series, look in the Extras menu to watch an accounting of these actions. Now, the augmented and non-augmented humans are in a worse state than ever. Distrust is rampant, and terrorist activities are making it almost impossible to see a peaceful resolution to this divide.

The game begins as you are sent to investigate a deal involving the trade of high-end augments. This can’t be allowed to continue unchecked.

Compared to a number of first-person shooters, this game is very complex. You can approach each situation in multiple ways, using combat, stealth techniques, or outright avoidance to get through the game while still accomplishing your objectives. In addition, there are multiple areas where the game lets you see different outcomes depending on your choices.

To make this walkthrough as clear as possible, some sections are broken into two parts. Simple objectives just get an overview so that you know where to go. When the action gets more complicated, this guide divides the objectives into their combat and stealth counterparts. This way, you can get tips for completing each section in different ways. If you aren’t interested in one or the other, you can read the overview and then the style of play that you prefer, and then skip ahead to the next objective when you’re ready.

Dubai

Overview

Jensen starts out on a dropship. He's being briefed about the augmentation deal that's happening below, in Dubai. This sets the stage, and you get to make a couple of important choices.

First, decide on combat or stealth weaponry. Then, ask for short-range or long-range equipment.

For long range, you get to choose between a lethal Combat Rifle and a stealth Tranq Rifle. Up close, you'll get either a Revolver or a Stun Gun.

This should heavily be influenced by the playstyle that you intend to pursue. Stealth runs get you more experience, and they let you play a Jensen who is much more of a traditional heroic character. Playing this way influences the dialogue and story of the game, so consider this carefully.

You can find multiple combat weapons on the guards, but you won't find many stealth weapons. If you want variety and more options, take the stealth weapons at the beginning. The Tranq Rifle in particular is a godsend for anyone who wants to get experience and take out targets but leave them alive.

This guide's discussions of each area feature suggestions for both major styles of play.

Once you've chosen the weapon loadout you want, the cutscene continues. Soon, you are dropped off near the mission site.

Dubai

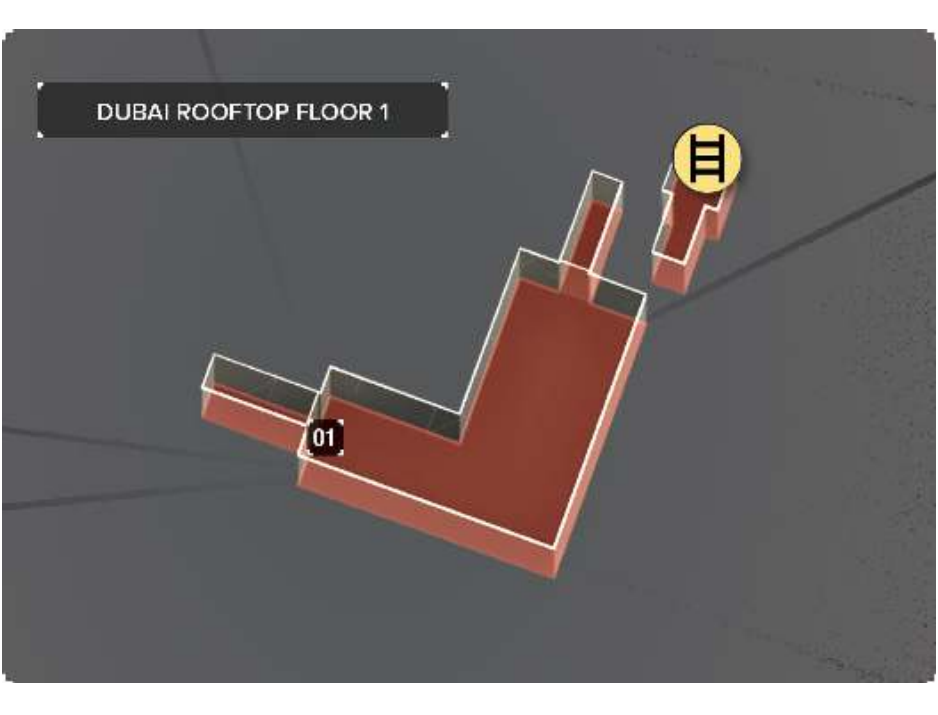
Black Market Buy

INFILTRATE THE BUILDING

OBJECTIVES

Explore the roof and find a way into the main building

OVERVIEW



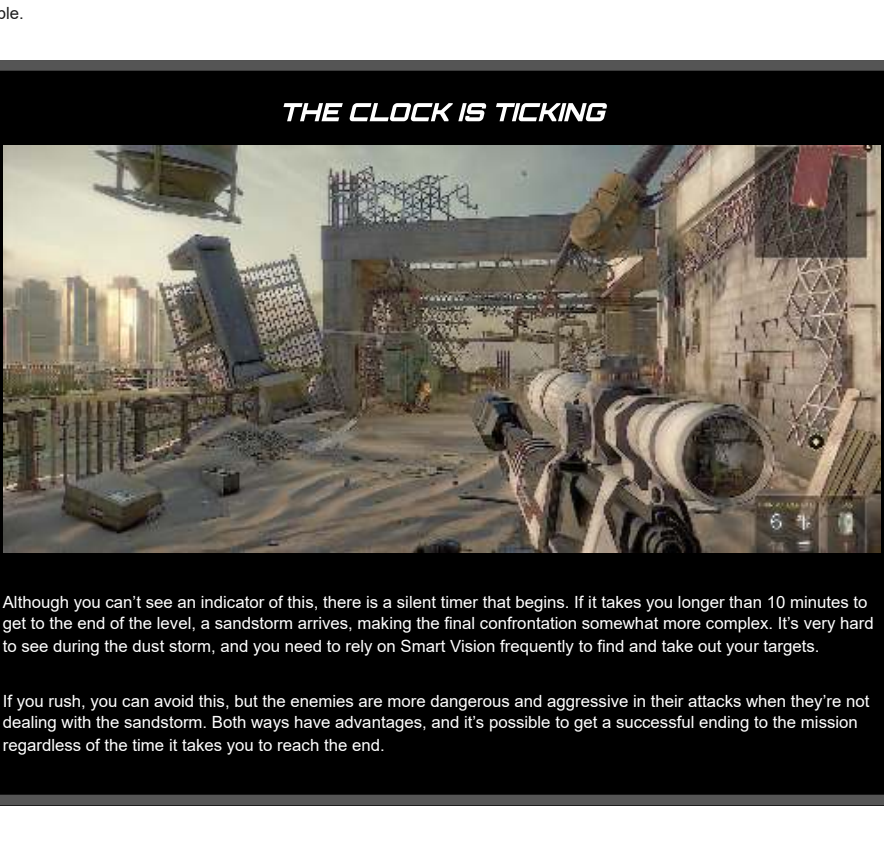
MAP LEGEND

01: Grate with hidden Triangle Code

Start off on the roof with your basic equipment. There aren't any enemies close to your initial position, so this is a good time to get a feel for the controls. Walk around the landing and practice normal movement and running. The controls can be altered in the options menu, and you might want to try out a couple of the themes to see what suits you best.

In case you're wondering which one we prefer, it's Breach. Breach feels very fast and active, but all of the control systems are viable.

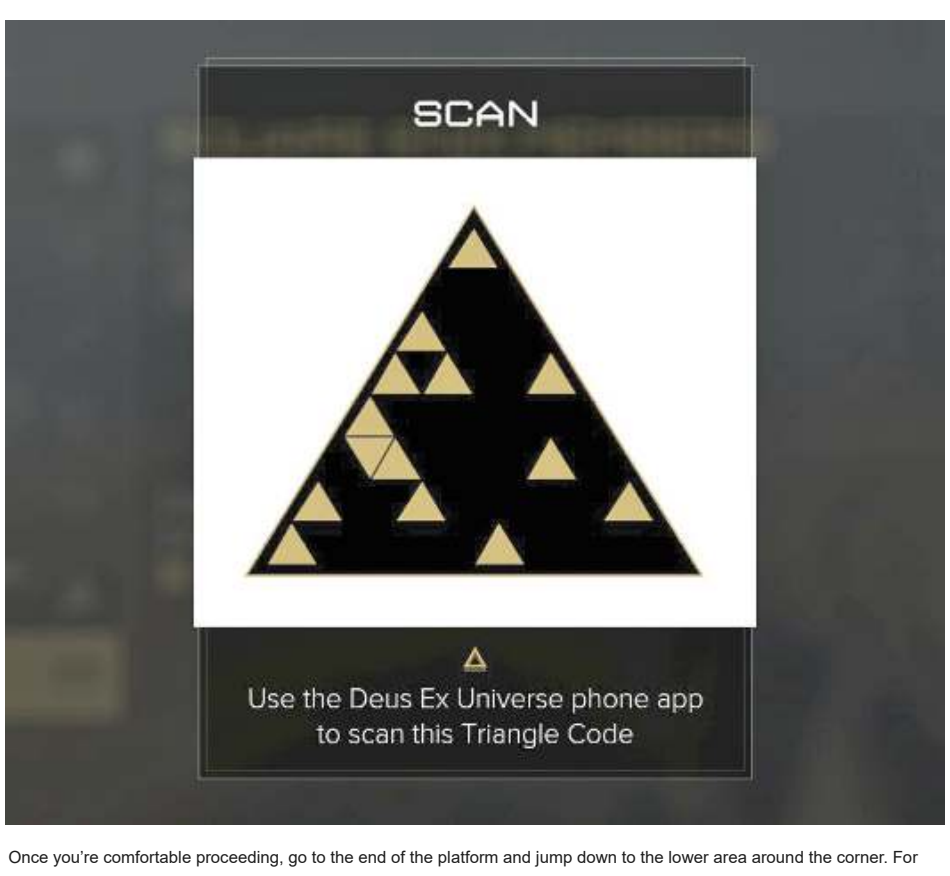
THE CLOCK IS TICKING



Although you can't see an indicator of this, there is a silent timer that begins. If it takes you longer than 10 minutes to get to the end of the level, a sandstorm arrives, making the final confrontation somewhat more complex. It's very hard to see during the dust storm, and you need to rely on Smart Vision frequently to find and take out your targets.

If you rush, you can avoid this, but the enemies are more dangerous and aggressive in their attacks when they're not dealing with the sandstorm. Both ways have advantages, and it's possible to get a successful ending to the mission regardless of the time it takes you to reach the end.

INVENTORY
LB
Typhoon Ammo
Ⓨ Examine
Ⓧ Move
Ⓧ (HOLD) Combine
Ⓡ Discard
CREDITS 0₵ PRAXIS 0 NEXT PRAXIS 0/5000 TOTAL XP 0


SCAN
Use the Deus Ex Universe phone app to scan this Triangle Code

Once you're comfortable proceeding, go to the end of the platform and jump down to the lower area around the corner. For now, Jensen has the ability to fall great distances without taking damage because of his augmentations. He can even make attacks while descending if there are enemies underneath him. At the moment, there aren't!

When Jensen lands, turn around. Behind him is a metal grate that you can open. Interact with this to open the grate, and look inside. There is a construction worker's body with some free credits, and a small symbol on the ground, as well. If you have the *Deus Ex* app, you can use a smart phone to scan the symbol.

RESTORE POWER TO THE KEYPAD

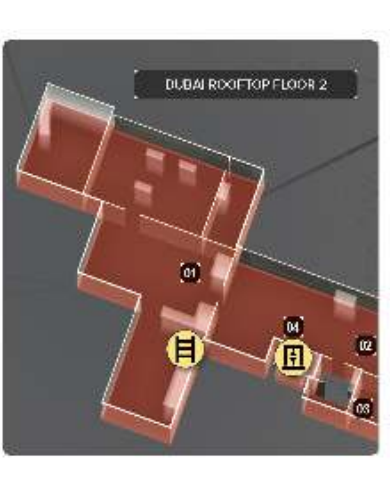
OBJECTIVES

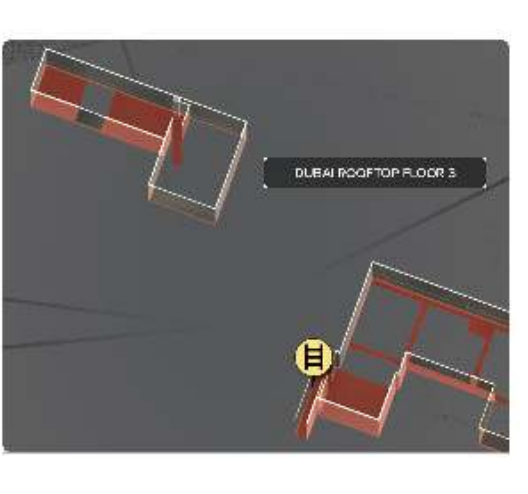
Go inside and find a breaker to restore power to a locked door's terminal

Hack open the door and go inside the building

Get to the penthouses

OVERVIEW





MAP LEGEND

01: Pair of guards

02: Lone guard

03: Storage room (Code **4801**)

04: Elevator to penthouses

Get to the top of the ladder, and then walk along another platform. A large obstacle blocks the way. Luckily, you have immensely augmented strength and can pick up or even throw objects like this. Try that out now to remove the blockade. Throw the heavy plastic crate over the railing for a bit of fun. If enemies were down there, they'd be in some real trouble.

Go through the new opening and move forward while the game explains about jumping, pulling yourself up, and so forth.

You quickly reach a room with two dead bodies. Search the farther one for more credits, and then check out your Augmentation Wheel. This is where you quickly assign the augments that you have to use the most. At this point, you should try out Smart Vision.

Look around the room, and try to find a weak section of wall. Jensen can break through these to find alternate areas or ways to get around tougher parts of many levels. Smash the concrete here to open a new path. Then, jump and crawl through the gap.

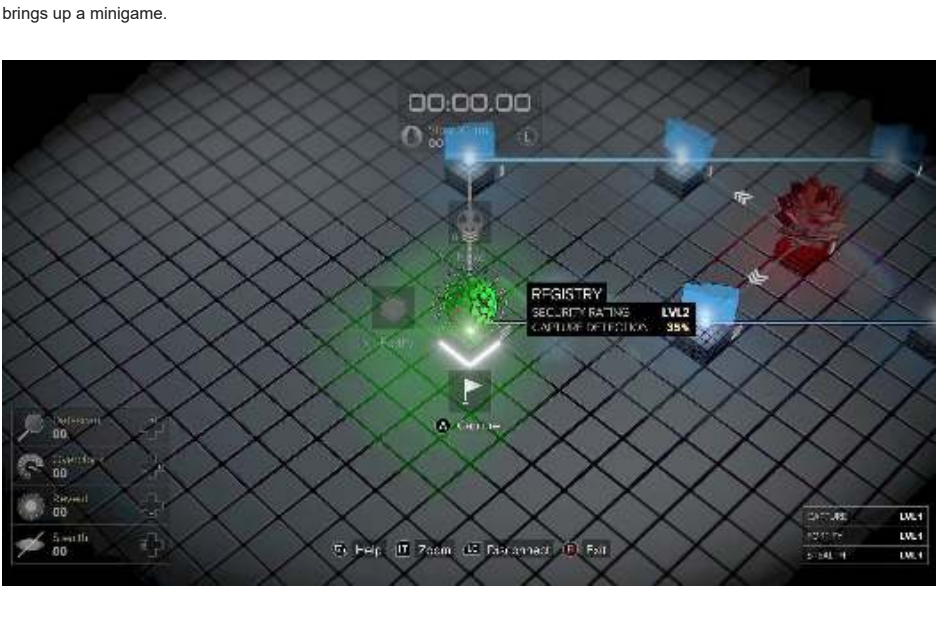
Leave the small shaft and go forward through the level. There aren't any branches yet, so it's a direct route. You can search the other body you pass like the first one, but there isn't anything on it. Soon, you arrive at a large pipe. Go inside, crouch down, and interact with another grate to continue.

Go through the pipes and climb up a ladder on the other end, looking to your left as you climb. A slain worker is draped over a smaller platform. Search the body to find a Pocket Secretary. These collectible objects contain information about the story and the world at large, and they sometimes have clues to help you survive or find extra equipment.

This Pocket Secretary says that there is a storage area on the roof with a door code (**4801**). Finish climbing the ladder to reach the upper floors.

Proceed through a simple room and into a back area with some machinery. Pick up a Biocell, and look for a breaker that can be toggled. Use this to turn on the equipment in the adjoining room. The keypad on the door is now functional. You can't walk back in the room because of electrical damage along the floor. However, you can hop up to the catwalks overhead and use those to avoid the dangerous area.

Get over to the door, and hack the keypad to make your way inside. The gameplay section of this book discusses hacking more in depth, but here is a quick reminder of the system. These computers have codes. If you find something in the level with the proper code, type it in here to get through without hacking. Failing that, break into the system with your software. This brings up a minigame.



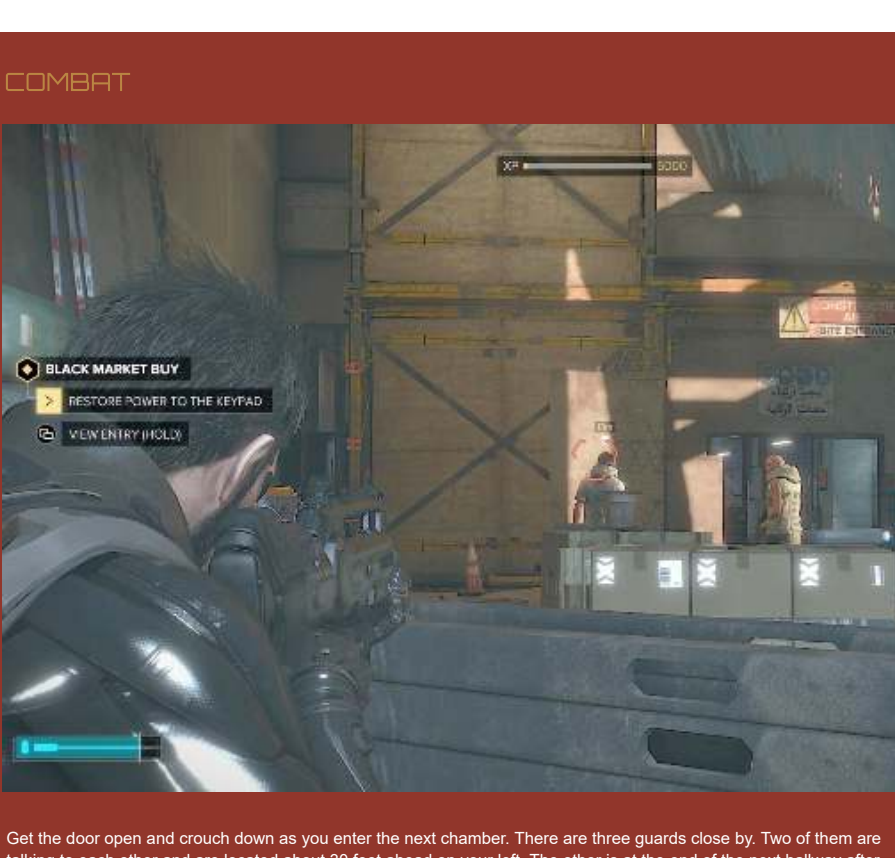
SUCCESSFUL HACKING

You click on nodes to access them. Each time you try this, there is a chance that the system will detect your intrusion and begin logging you out. An alarm sounds, which means that you must hurry to reach the exit (a spiky green node).

Some of the systems that you hack have bonuses if you grab data from them. Look for these special nodes as you go, but be aware that simple systems like this one usually don't have much to find.

If you get kicked out, wait a short time and try again when the system resets. Higher-level systems are much harder to break and may require advanced augmentations to even attempt.

COMBAT



Get the door open and crouch down as you enter the next chamber. There are three guards close by. Two of them are talking to each other and are located about 30 feet ahead on your left. The other is at the end of the next hallway after the first pair.

Take cover before initiating combat, and use your time to aim your weapon at the first guard's head. Splatter him instantly with a single shot, and then kill his companion before the other guard can recover. Expect another foe to hear this and be prepared for you. Switch cover to the area beside the hallway ahead. Snipe your last guard from there, and then search.

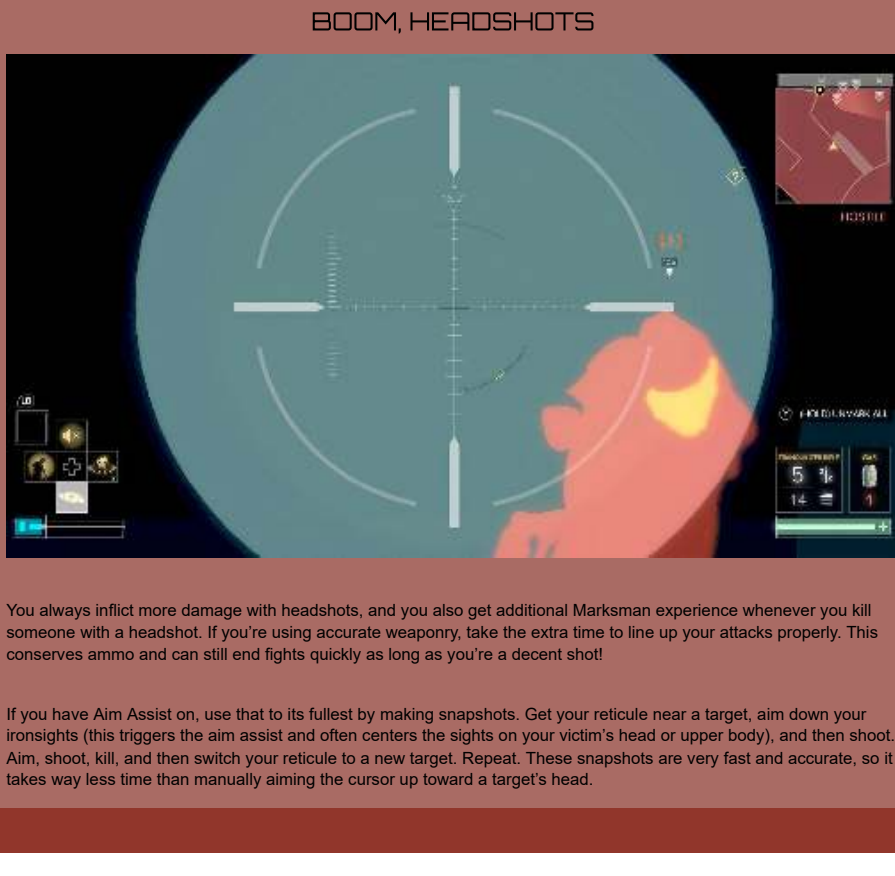
There is a locked room at the end of the far hallway. The elevator is near there, too. Make sure that you get everything out of the locked room before you take the elevator down.

To access the room, use the code that you found earlier (**4801**) and hack the system, or jump onto the walkway above the room and simply hop over the locked fence.

Search the body inside the room, and break open the lockers for even more goodies. None of this stuff is essential, but it helps you gain a better supply of ammunition and basic usable gear.

When you're done, return the elevator and descend to the penthouse apartments below.

BOOM, HEADSHOTS

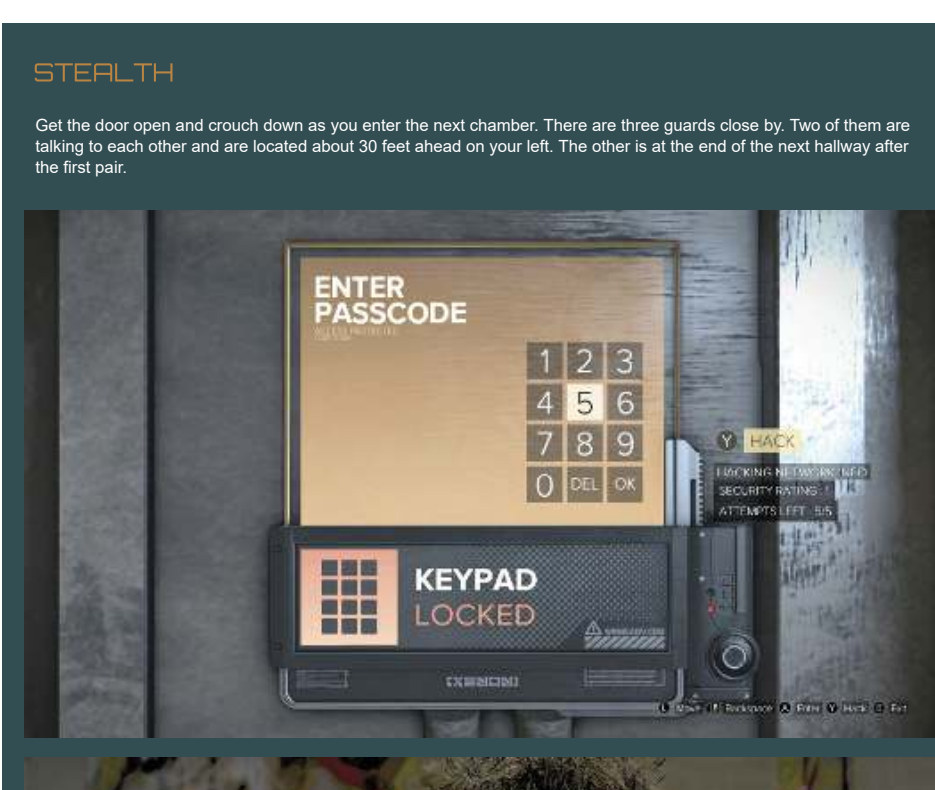


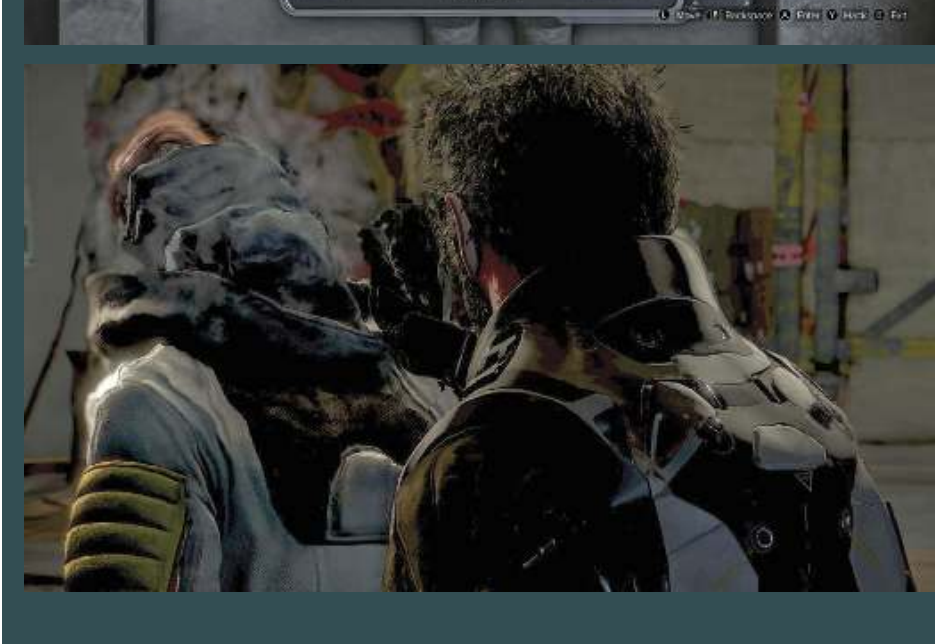
You always inflict more damage with headshots, and you also get additional Marksman experience whenever you kill someone with a headshot. If you're using accurate weaponry, take the extra time to line up your attacks properly. This conserves ammo and can still end fights quickly as long as you're a decent shot!

If you have Aim Assist on, use that to its fullest by making snapshots. Get your reticule near a target, aim down your ironsights (this triggers the aim assist and often centers the sights on your victim's head or upper body), and then shoot. Aim, shoot, kill, and then switch your reticule to a new target. Repeat. These snapshots are very fast and accurate, so it takes way less time than manually aiming the cursor up toward a target's head.

STEALTH

Get the door open and crouch down as you enter the next chamber. There are three guards close by. Two of them are talking to each other and are located about 30 feet ahead on your left. The other is at the end of the next hallway after the first pair.





Sneak to the left and wait behind the crates as the two men finish their conversation. When the second guy walks away, use a Takedown to quietly and efficiently knock out the man nearby. Follow his friend, and repeat the process on him. The guard at the end of the hallway won't see or hear this.

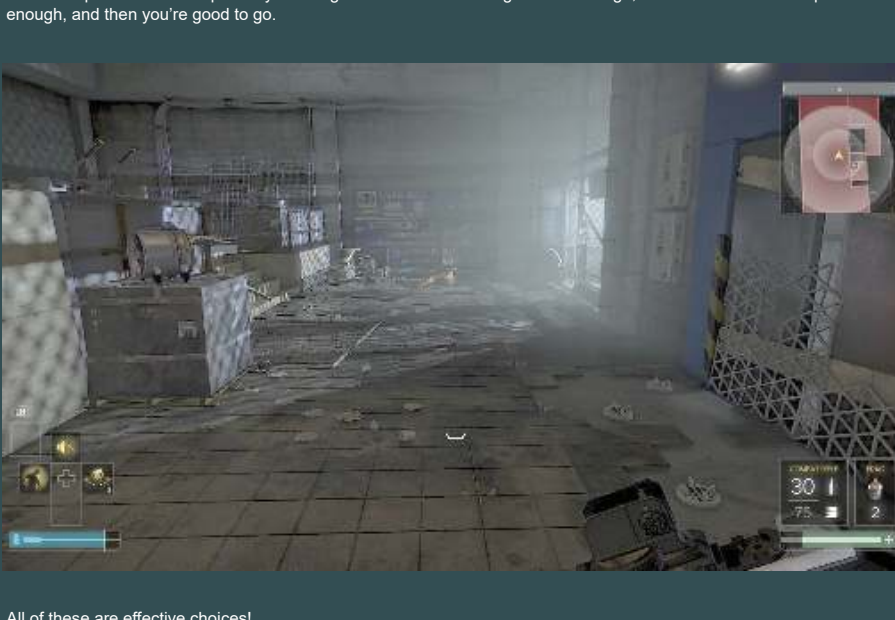
You can then sneak up on the last man at your leisure. It's possible to use the area on the left to get close to him, or to use noise to lure him away from his position so that you can take him down as he approaches your hiding spot (behind the large crate on the right, if you wish).

PEEK-A-BOO

A very powerful trick is to let lone enemies see you at range, but not for too long. Let the yellow bar fill when they look at you. This raises their alert state but won't put them into an aggressive stance unless you then let their orange bar finish charging.

Guards that are suspicious will come to investigate, but they won't bring their buddies. This makes them quite vulnerable to Takedowns and other stealth attacks. Pull their bodies behind cover afterward, and you can repeat the process on anyone else who is nearby.

Your Tranq Rifle is a valid option if you brought that. Hit the distant guard from range, and then hide. He'll drop soon enough, and then you're good to go.



All of these are effective choices!

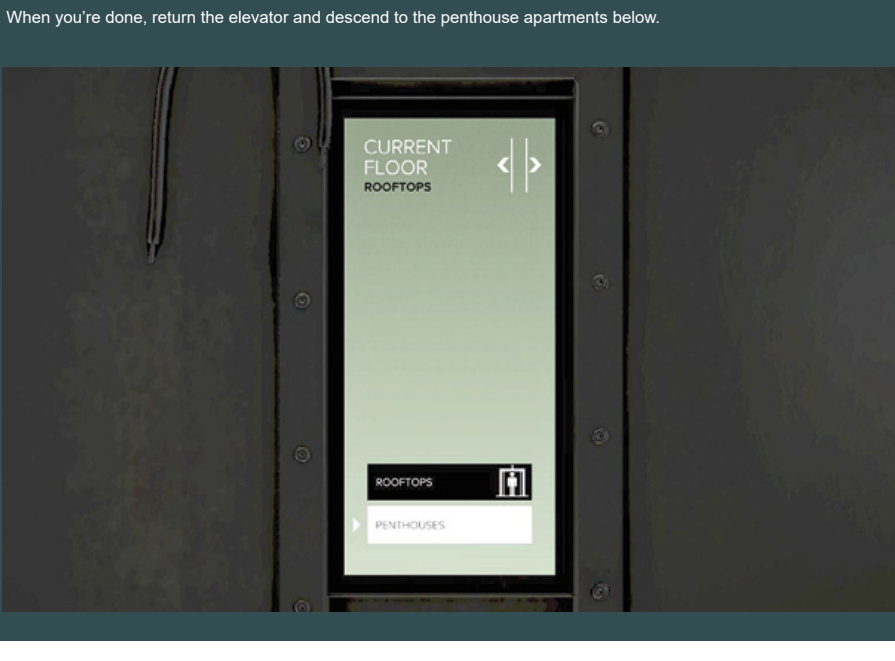
There is a locked room at the end of the far hallway. The elevator is near there, too. Make sure that you get everything out of the locked room before you take the elevator down.

To access the room, use the code that you found earlier (**4801**) and hack the system, or jump onto the

walkway above the room and simply hop over the locked fence.

Search the body inside the room, and break open the lockers for even more goodies. None of this stuff is essential, but it helps you gain a better supply of ammunition and basic usable gear.

When you're done, return the elevator and descend to the penthouse apartments below.



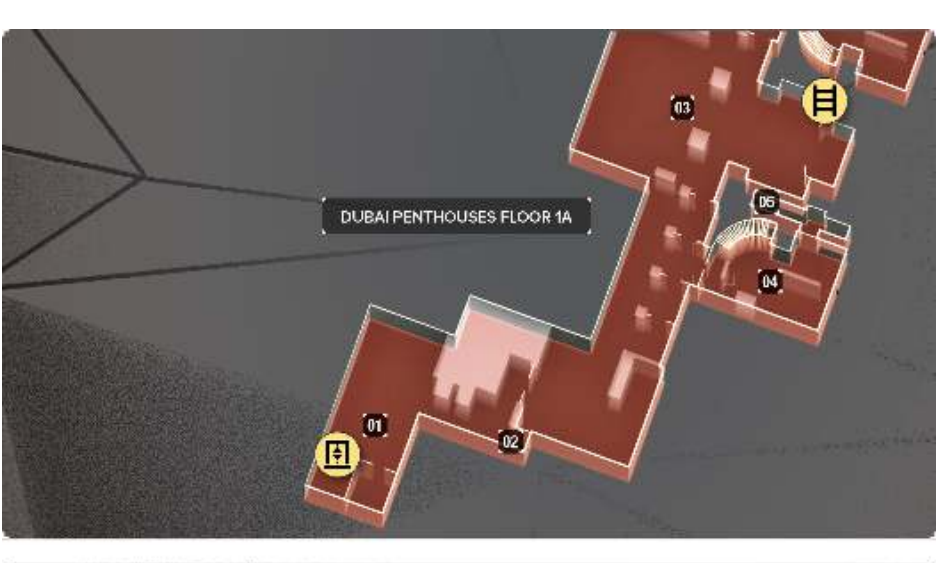
PASS THROUGH THE PENTHOUSE AREA

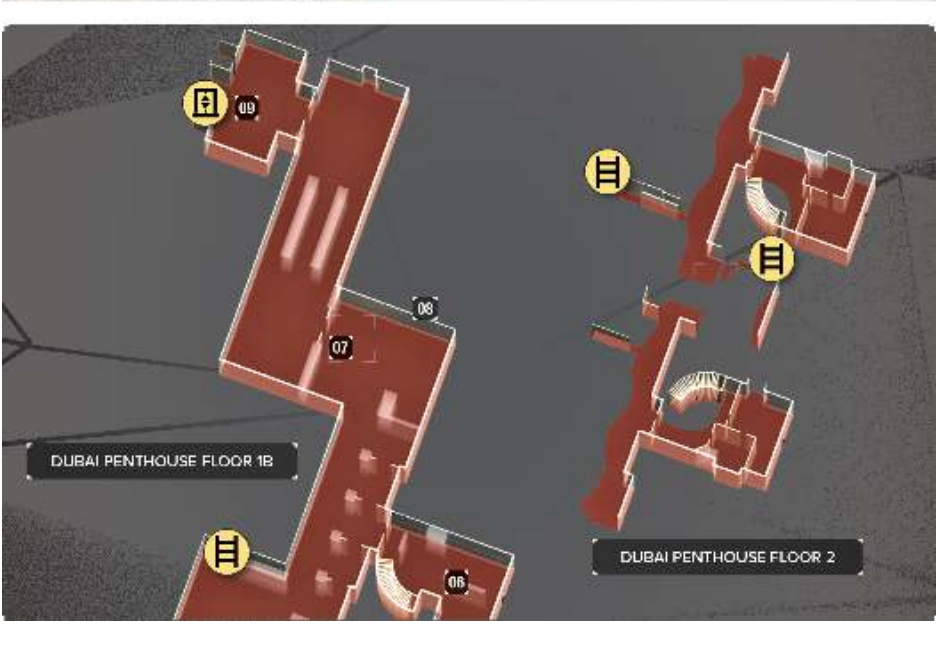
OBJECTIVES

Jam the Signal Booster (optional)

Get to the atrium

OVERVIEW





MAP LEGEND

01: Two guards

02: Ventilation shaft

03: Large patrol area with many guards

04: Two guards, usually on the lower floor

05: Hidden ammo cache in gas area

06: Signal Booster on upper floor

07: Trio of guards

08: Ventilation shaft

09: Atrium entrance

This is the most extensive and difficult part of the first mission. There are many guards in the penthouses, starting with two in front when you arrive. Small groups are inside each apartment, but a huge squad of them is outside protecting the main halls.

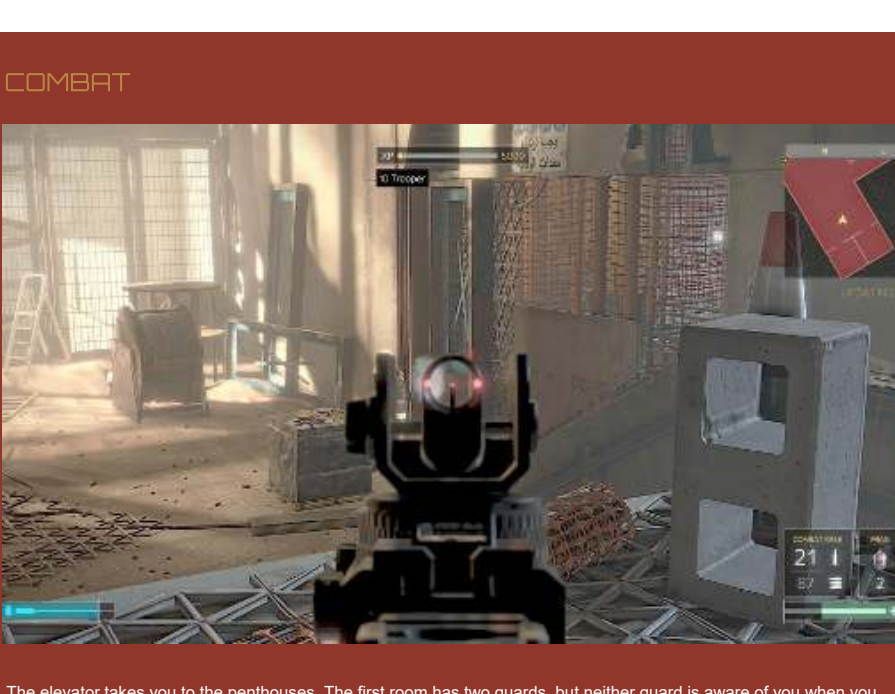
Stealthy players will tend to favor the ventilation shafts so that they can move through the penthouses without attracting much attention. Aggressive players usually clear the main hallway and bust into each apartment, looking for more combat, experience, and treasure.

The final penthouse at the northern end of the map has an optional objective. Jam the signal by interacting with the electronic device on the upper floor of that apartment. Two people up top and two more below guard this device.

With that done, continue to the northern end of the hallway and look for the entrance to the atrium.

When you enter the atrium, a major battle triggers.

COMBAT



The elevator takes you to the penthouses. The first room has two guards, but neither guard is aware of you when you enter. It's very easy to use silent Takedowns on both men, though as always, you are free to pursue any action you like. Killing them with gunfire might alert more enemies close by, but it conserves your battery power. If you're using a Combat Rifle and kill adversaries with headshots, they won't be able to alert their friends, so it's worth the time to set up perfect headshots.

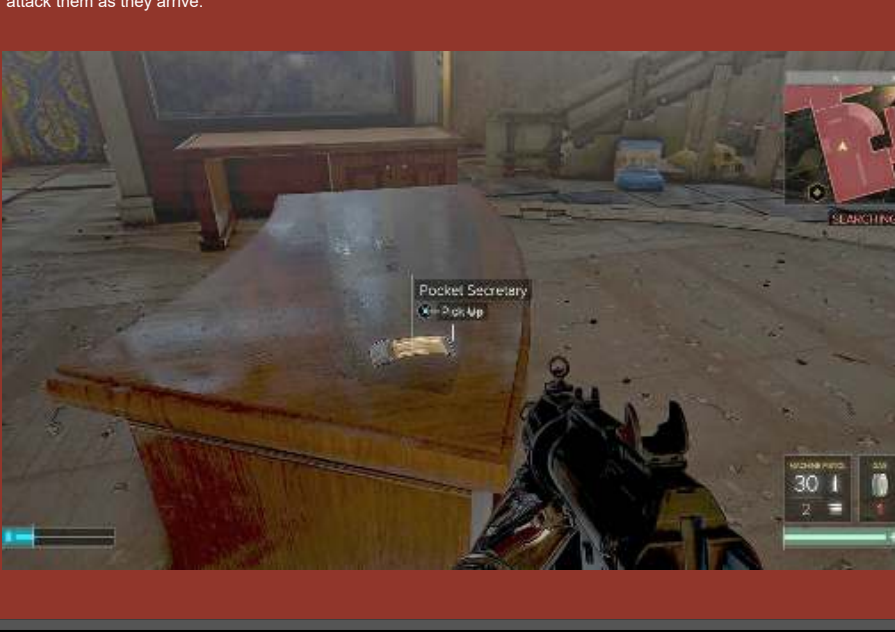
There are a few credits on another body here, but it's even more important to search both guards; their extra ammunition will likely help in the future.

Stay behind cover and move through the large hallway that dominates this floor of the building. There are many enemies as you go, but they won't start a general alert if you keep up with those silenced headshots. Failing that, stay down and pick off incoming fighters with bursts of attacks. Don't waste ammo with spray-and-pray tactics because you almost never have tons of ammunition to waste (especially with your favorite weapons).

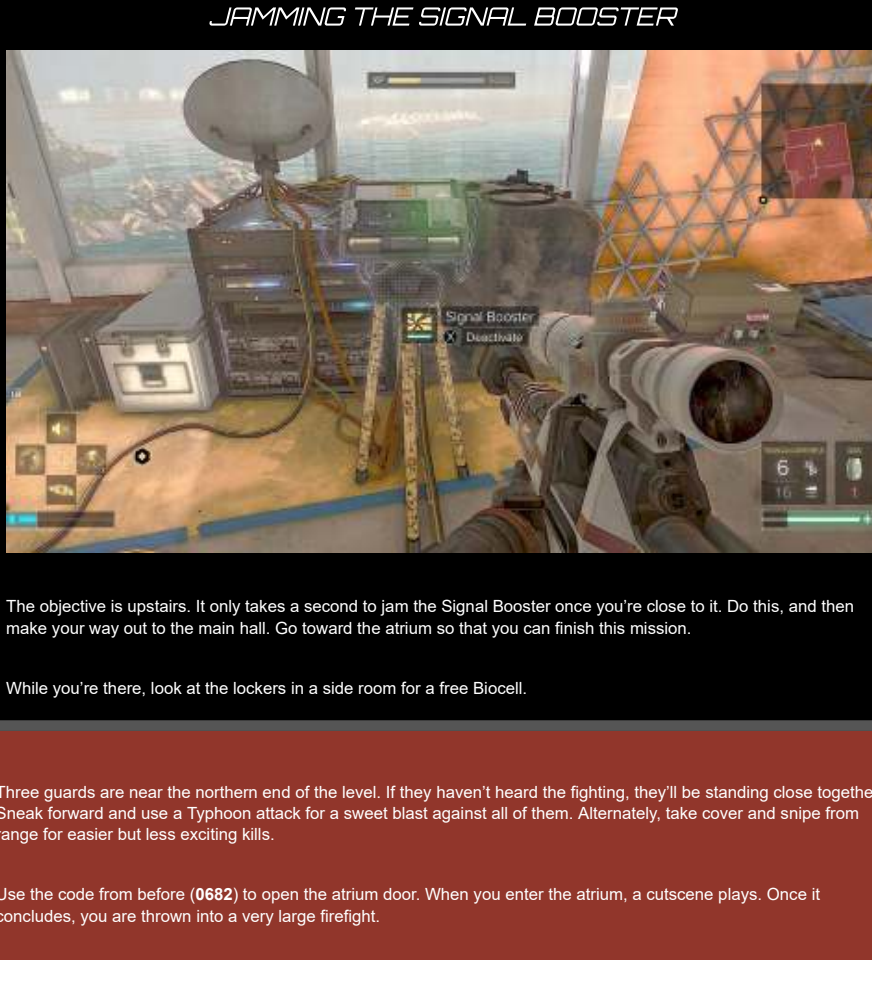
Kill everyone in the hall, and then search for a hidden area between the two penthouses. It's filled with gas and has a large cache of ammo for multiple weapons!

Look for a Pocket Secretary on the left side of the open hall. This has a code (**0682**) for the atrium doors, in case you're not in the mood to hack your way in later on.

The final penthouse has the Signal Booster, which two men on the lower floor and two more on the upper floor guard. These targets are very easy to ambush. You can enter through the main doors and take them out with simple attacks. If the first group makes any noise, expect the two from the other level to come running after you. Aim for the stairs, and attack them as they arrive.



JAMMING THE SIGNAL BOOSTER



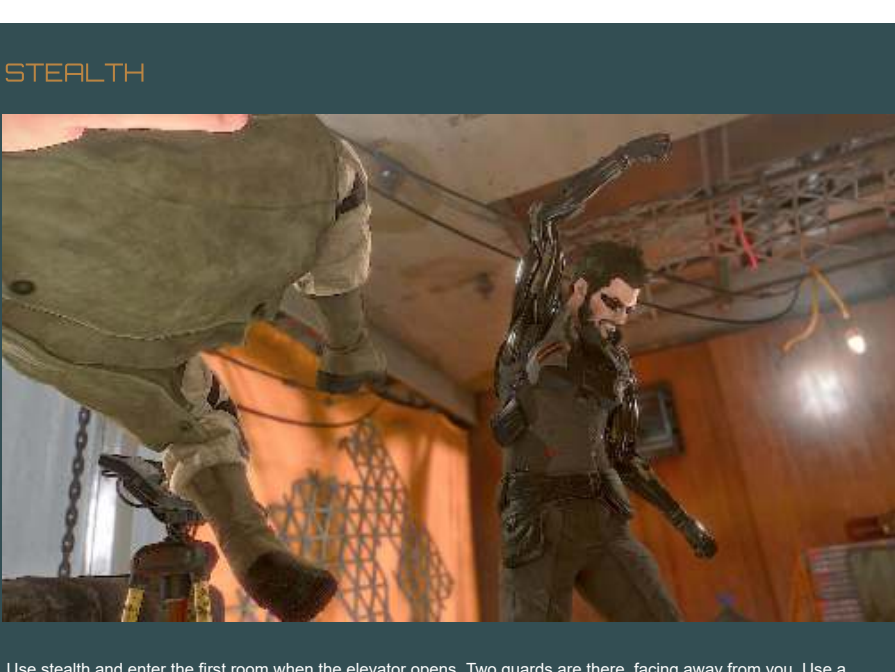
The objective is upstairs. It only takes a second to jam the Signal Booster once you're close to it. Do this, and then make your way out to the main hall. Go toward the atrium so that you can finish this mission.

While you're there, look at the lockers in a side room for a free Biocell.

Three guards are near the northern end of the level. If they haven't heard the fighting, they'll be standing close together. Sneak forward and use a Typhoon attack for a sweet blast against all of them. Alternately, take cover and snipe from range for easier but less exciting kills.

Use the code from before (**0682**) to open the atrium door. When you enter the atrium, a cutscene plays. Once it concludes, you are thrown into a very large firefight.

STEALTH



Use stealth and enter the first room when the elevator opens. Two guards are there, facing away from you. Use a Takedown on the first, sneak behind the second, and repeat this attack. It's very unlikely that they'll spot you unless you do something very unusual, but crouch during your approach for extra time to pull off your maneuver before they hear you.

You can also throw objects to distract people. If you're trying to slip by without any fighting, use this trick or your Invisibility aug to go through the exit on the right without being seen.

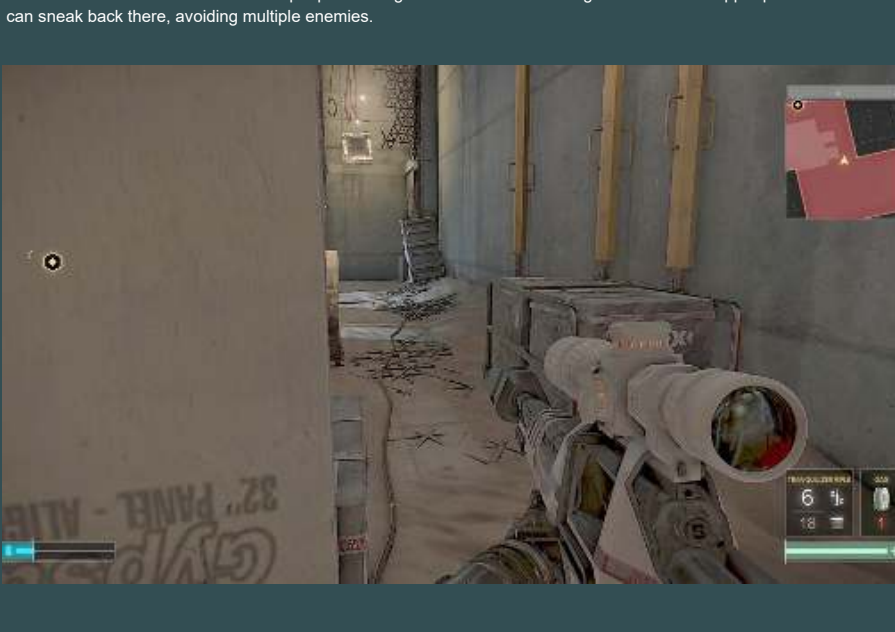
Slowly walk into the next hallway. Serendipitously, a grate falls off of a ventilation shaft above you. This makes it possible to pursue a much more subtle approach to the next room, which would otherwise turn into a firefight.

Jump up and climb into the vent instead of walking into the next room. Use the shaft to get around and behind the next set of enemies. You can bypass them entirely and move on, or slip through their ranks and take them out quietly for more loot and experience.

There are usually two guards on the upper walkway after you get out of the vent. Neither watches each other well, so sneak up to them and use Takedowns to silence them. You don't need to drag their bodies out of the way because no one patrols back there except for them.

Go through the door on the right to get into an apartment, where there are two men on the bottom floor. One patrols, and the other stays in the back. Go upstairs to avoid them, or stalk the two for additional experience. Either way, go upstairs when you're done.

Look for a broken section of the wall up top. A damaged area that's filled with gas connects the upper penthouses. You can sneak back there, avoiding multiple enemies.



YOU'RE NOT EXACTLY IMMUNE TO GAS

Your Implanted Rebreather Augmentation prevents gas damage

Though your augs protect Jensen from gas damage, this only works while his energy holds up. It's imperative that you hurry through areas that are filled with gas. Otherwise, you have to use a Biocell to restore his energy (and that's very wasteful because Biocells don't grow on trees).

Search the ground level for a cache of ammunition, and then get out of the gas by jumping into another shaft. You're taken toward the northern side of the level as you exit that. There are many guards close to you, but they're unaware.

Instead of using Takedowns this time, you should try out your Tranq Rifle. Headshots against these men get you full experience (along with safe and stealth eliminations) and keep you from getting spotted. If the way is totally cleared, look for a Pocket Secretary on the left side of the open hall. This has a code (**0682**) for the atrium doors.

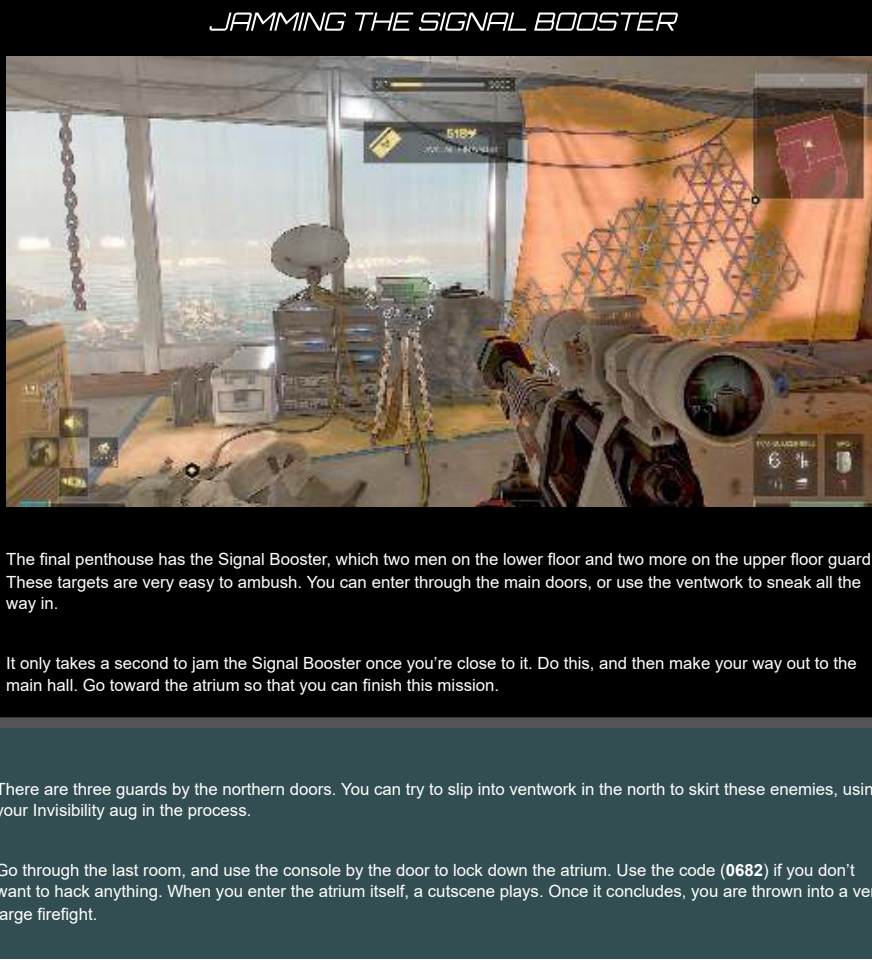
THE RADAR IS YOUR BEST FRIEND

Stealth playthroughs require precision and information. If you walk directly in front of someone, they're going to spot you very quickly. That's where the radar comes in. Look in the upper-right area to see a view of the local map and any guards that you've spotted. With your current augs, you can tell where the people are, which direction they're facing, and their state of alert.

Always attempt to slip behind people. Crouch to soften your noise, or use Leg Silencers to stalk people quietly. If someone sees you, rush for a fast Takedown so that they can't call friends and cause a general alert.

A ladder leads up to some scaffolding on the right side of the room. Climb up there, and get into the vents again if you want to approach the next objective without having to do any additional fighting. If you're patient, you can even avoid all contact here and slip to the ladder when the patrollers are looking the other way.

JAMMING THE SIGNAL BOOSTER



The final penthouse has the Signal Booster, which two men on the lower floor and two more on the upper floor guard. These targets are very easy to ambush. You can enter through the main doors, or use the ventwork to sneak all the way in.

It only takes a second to jam the Signal Booster once you're close to it. Do this, and then make your way out to the main hall. Go toward the atrium so that you can finish this mission.

There are three guards by the northern doors. You can try to slip into ventwork in the north to skirt these enemies, using your Invisibility aug in the process.

Go through the last room, and use the console by the door to lock down the atrium. Use the code (**0682**) if you don't want to hack anything. When you enter the atrium itself, a cutscene plays. Once it concludes, you are thrown into a very large firefight.

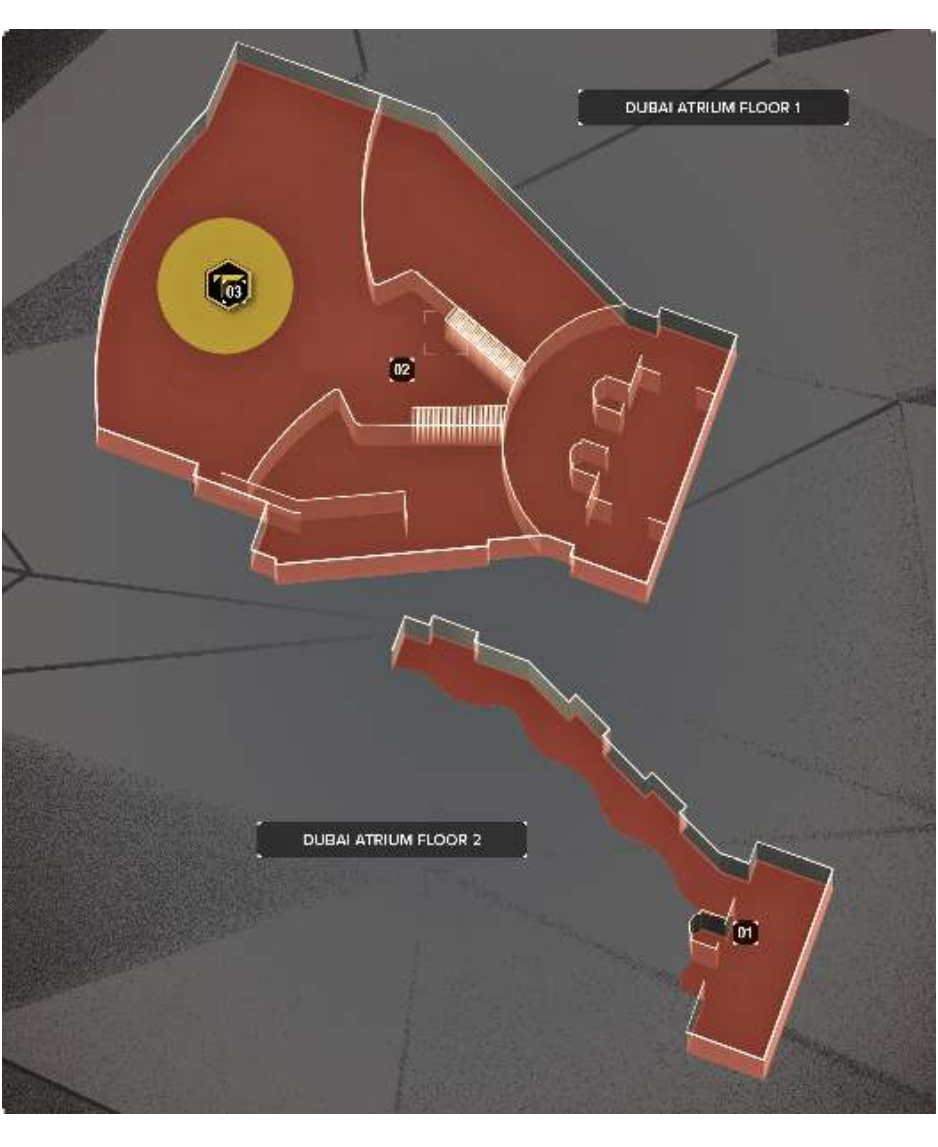
DISRUPT THE MEETING

OBJECTIVES

Protect Singh (optional)

Stop the helicopter from taking off

OVERVIEW



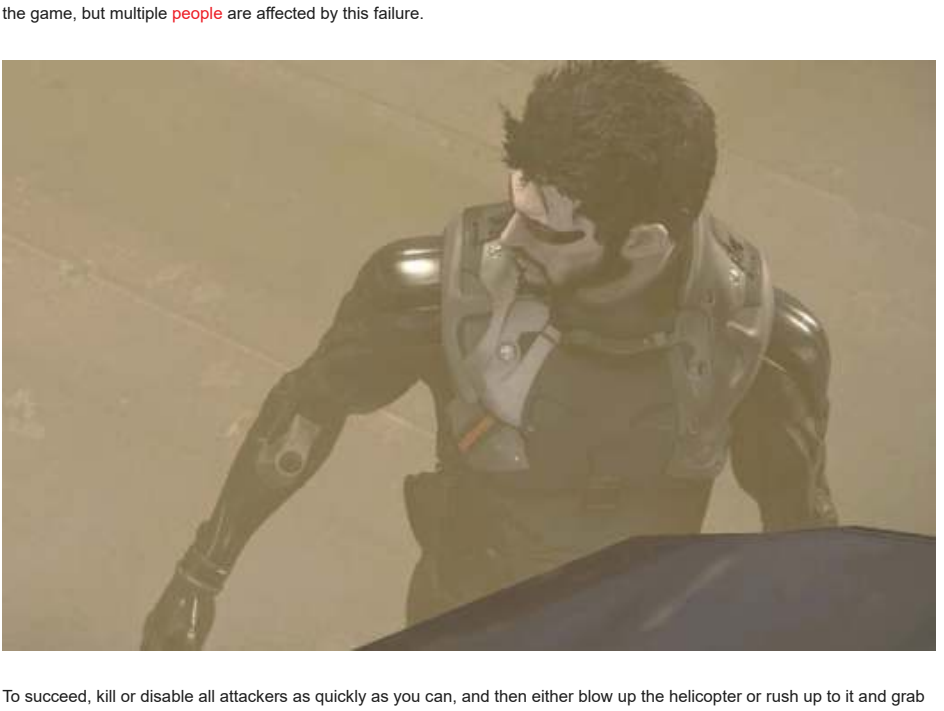
MAP LEGEND

01: Good vantage point for Jensen

02: Gathering point for multiple enemies

03: Helicopter (a major objective)

You must defeat the enemy combatants quickly, or else this mission will count as a failure. You still get to move forward into the game, but multiple people are affected by this failure.



To succeed, kill or disable all attackers as quickly as you can, and then either blow up the helicopter or rush up to it and grab the battery from a panel on its left side. You can see the battery easily using your Smart Vision.

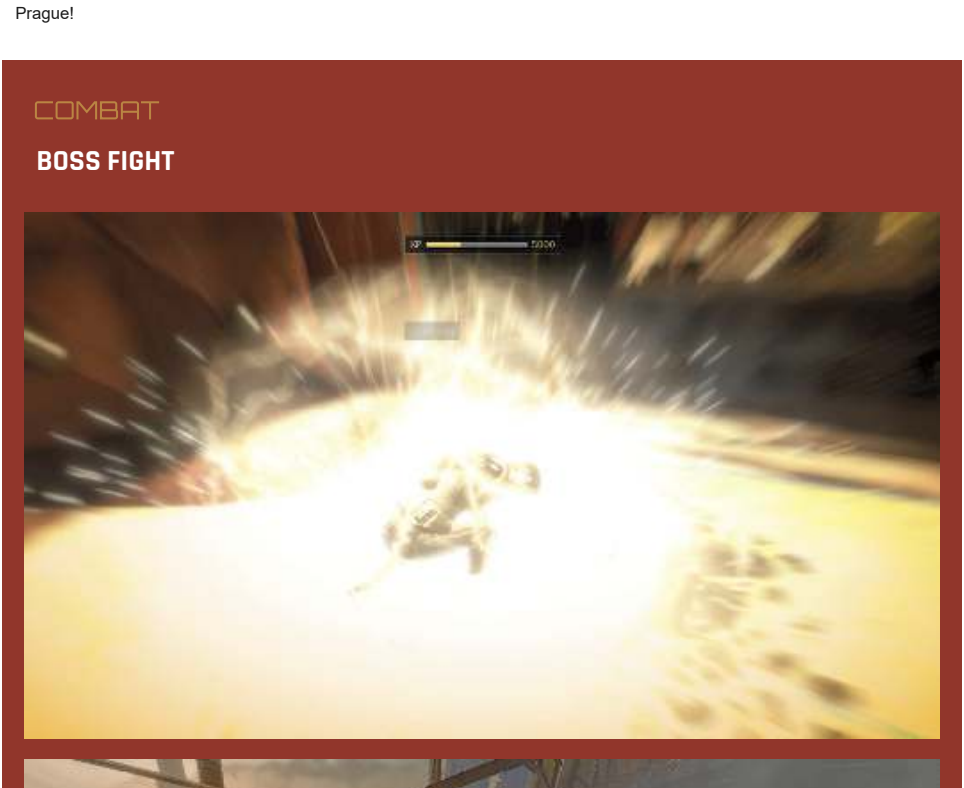
If you get to the final battle within 10 minutes, there will not be a dust storm. Your vision is unimpaired, but your enemies can see clearly, too. Stay at long range while killing or disabling your targets.

Take longer to arrive, and the dust storm will begin soon after the fight starts. Disable as many targets as you can before this happens, and then rely on Smart Vision to locate and eliminate the remaining foes just as you normally would. This may require you to use your Biocells to get extra energy, so it is sometimes a costlier battle.

As soon as you stop the helicopter from leaving, the mission ends. Watch the next few scenes, and then begin anew in Prague!

COMBAT

BOSS FIGHT



Stop the Attackers and Disable the Helicopter

Dive into the area, and take out an attacker on the way with your Icarus augment. Aim down into the atrium and snipe your enemies, favoring those on the left so that you can make a path for yourself.

If the dust storm is blowing, use your Smart Vision and reposition frequently so that you can hit the masked enemies from above and behind them, rendering their cover useless. Avoid getting too close to them because they'll turn and direct plenty of return fire in your direction.

Use instant Takedowns to break anyone who is nearby. More distant targets have trouble hitting you, but stop and crouch if you take too much damage either way. Hide for a second, and bring up your inventory. Use a Hypostim to heal yourself and a Biocell to restore your energy if necessary.

If multiple attackers are close together, remember your grenades and Typhoon system. Both can clear out groups without wasting time!

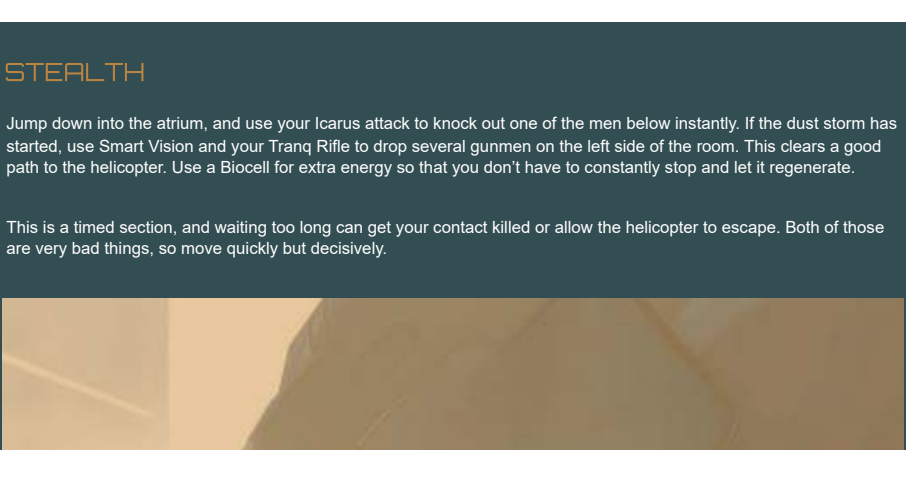
Take out everyone that you can as quickly as you can. When they're down, sprint over toward the chopper. When you reach the helicopter, open the panel on the left side of it and get the battery. Or, you can use a few of your Typhoon attacks and grenades to destroy the vehicle instead. There are different videos depending on what you do, but destroying the helicopter is certainly the more violent solution.

Multiple cutscenes follow the end of the mission, and you continue on to Prague afterward.

STEALTH

Jump down into the atrium, and use your Icarus attack to knock out one of the men below instantly. If the dust storm has started, use Smart Vision and your Tranq Rifle to drop several gunmen on the left side of the room. This clears a good path to the helicopter. Use a Biocell for extra energy so that you don't have to constantly stop and let it regenerate.

This is a timed section, and waiting too long can get your contact killed or allow the helicopter to escape. Both of those are very bad things, so move quickly but decisively.



Prague, First Visit

Overview

J.C. Welcome Package
Examine

You arrive at Ruzicka Station in Prague. Security is all over the place, and everyone is tense. Vega is there, and the two of you walk into the terminal together. You aren't in control of much during this scene, so just relax and watch everything unfold.

After the scene ends, you return to your apartment. Jensen wakes up there and gets up, leaving you in control once again.

ONE MASSIVE HUB

There are only a few things that you have to do in Prague to advance the story, and those are what is discussed here. However, there are many Side Missions that start here and continue throughout the game. When each of those becomes available, you'll see a note that lets you know, and its page number will be mentioned in the Side Missions chapter.

Prague, First Visit

Morning Comes Too Soon

OBJECTIVES

Check out your apartment
Head out when you're done

Search your apartment for spare items, as crafting parts and other goodies are all over the place. A Pocket Secretary is in a bag near the bed, along with some other interesting documents.

Jensen isn't at his best at the moment, so you probably feel a bit wobbly. It'll get taken care of in time, but for now, you must deal with the disruption.

When you leave the bedroom, your house system lets you know that Jensen missed a call. He listens to the recording, which is from David Sarif. You can choose whether to call him back. To do so, go into the living room and use the remote control to turn on the TV and contact Sarif.

He and Jensen have a short conversation.

While at home, you can also take a shower in the bathroom, watch TV to relax, and simply wander around. When you're done with those things, leave the apartment. The objective marker takes you to your coat; put that on before leaving the building.

Jensen gets two more calls: one is from his office, and the other is from his "doctor." This triggers two new missions. You must complete both of them, but the order is up to you. It's better to go into "Getting in Top Shape Again" first because it helps you get your augmentations back in order.

SIDE MISSIONS

At this point in the game, you can start and even complete multiple optional Side Missions. If you're interested, take a look at some or all of these. You might also want to check out a smaller mission called "The Calibrator." Doing that one early gets you an achievement.

DEUS EX
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Prague, First Visit

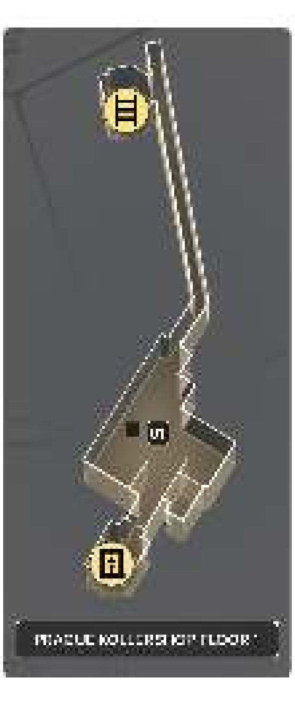
Getting in Top Shape Again

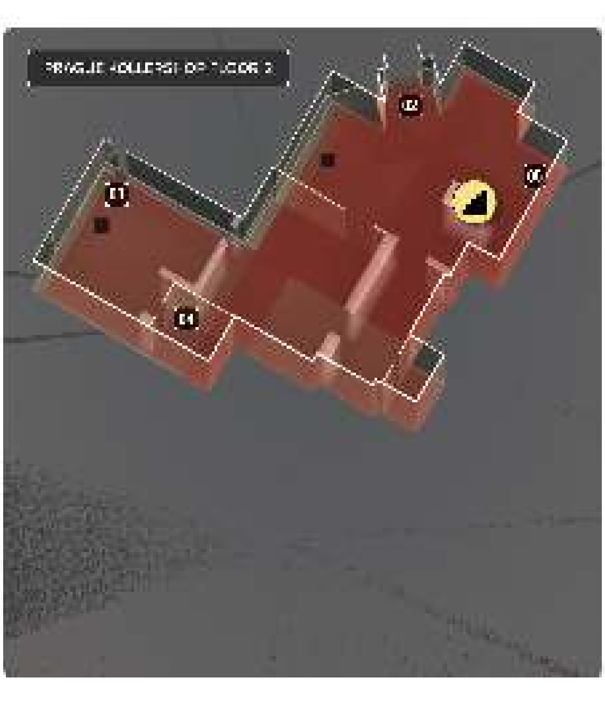
FIND KOLLER AND HAVE HIM REPAIR YOUR AUGMENTATIONS

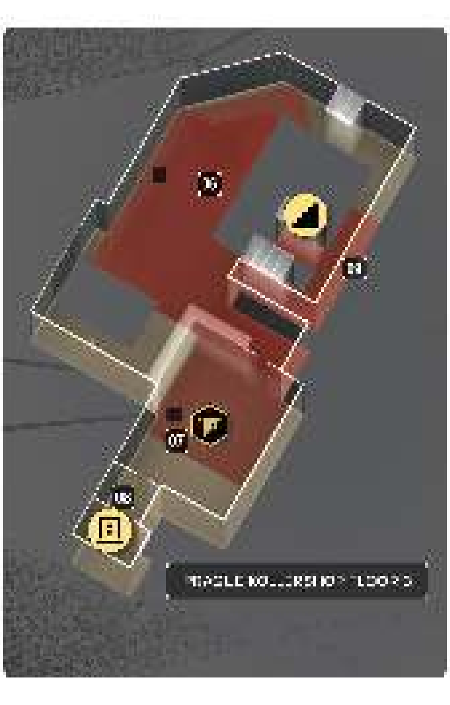
OBJECTIVES

- Leave your apartment
- Get into the store and use a red book in the second-floor office
- Travel east to approach the store
- Take a secret elevator down into Koller's lab

OVERVIEW



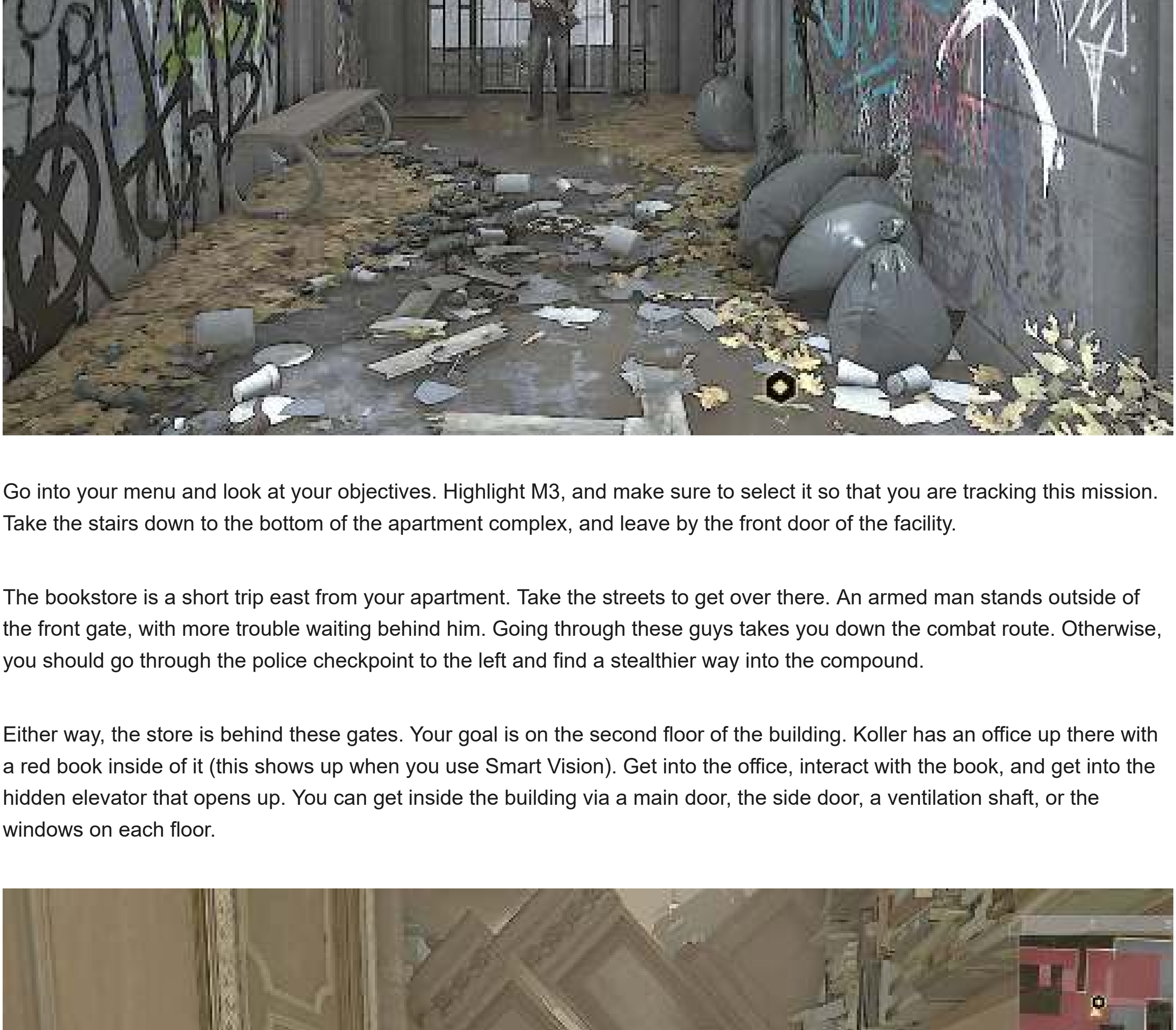




MAP LEGEND

01: Work lab
02: Front door
03: Side door (two guards)
04: Supplies here
05: Ventilation shaft
06: Guard position
07: Red book
08: Elevator down to lab
09: Upper ventilation shaft

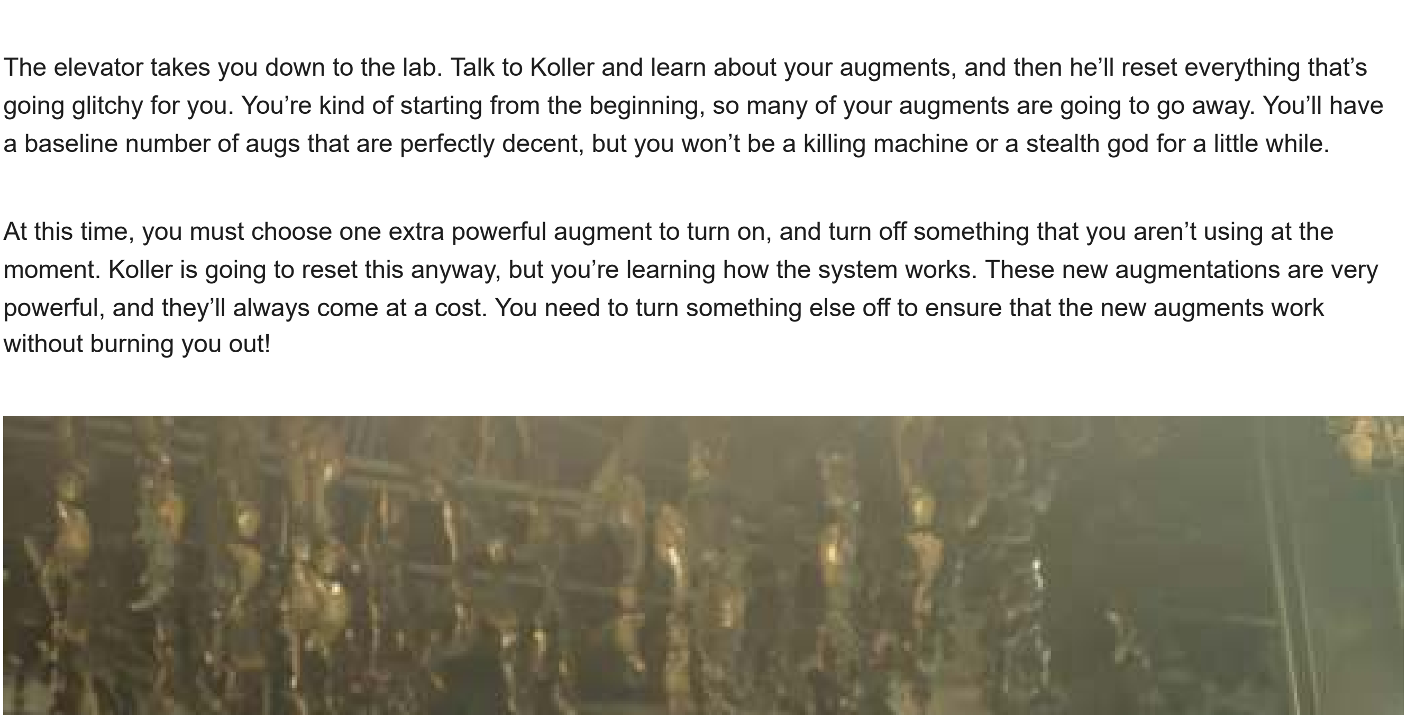
Your doctor works at the Time Machine bookstore. Koller is his name, and he'll probably be able to sort out your aug problems. However, he's having trouble at the moment. Several Dvali thugs have gone into his place, and they're looking for him. You must get over there and clear things up.



Go into your menu and look at your objectives. Highlight M3, and make sure to select it so that you are tracking this mission. Take the stairs down to the bottom of the apartment complex, and leave by the front door of the facility.

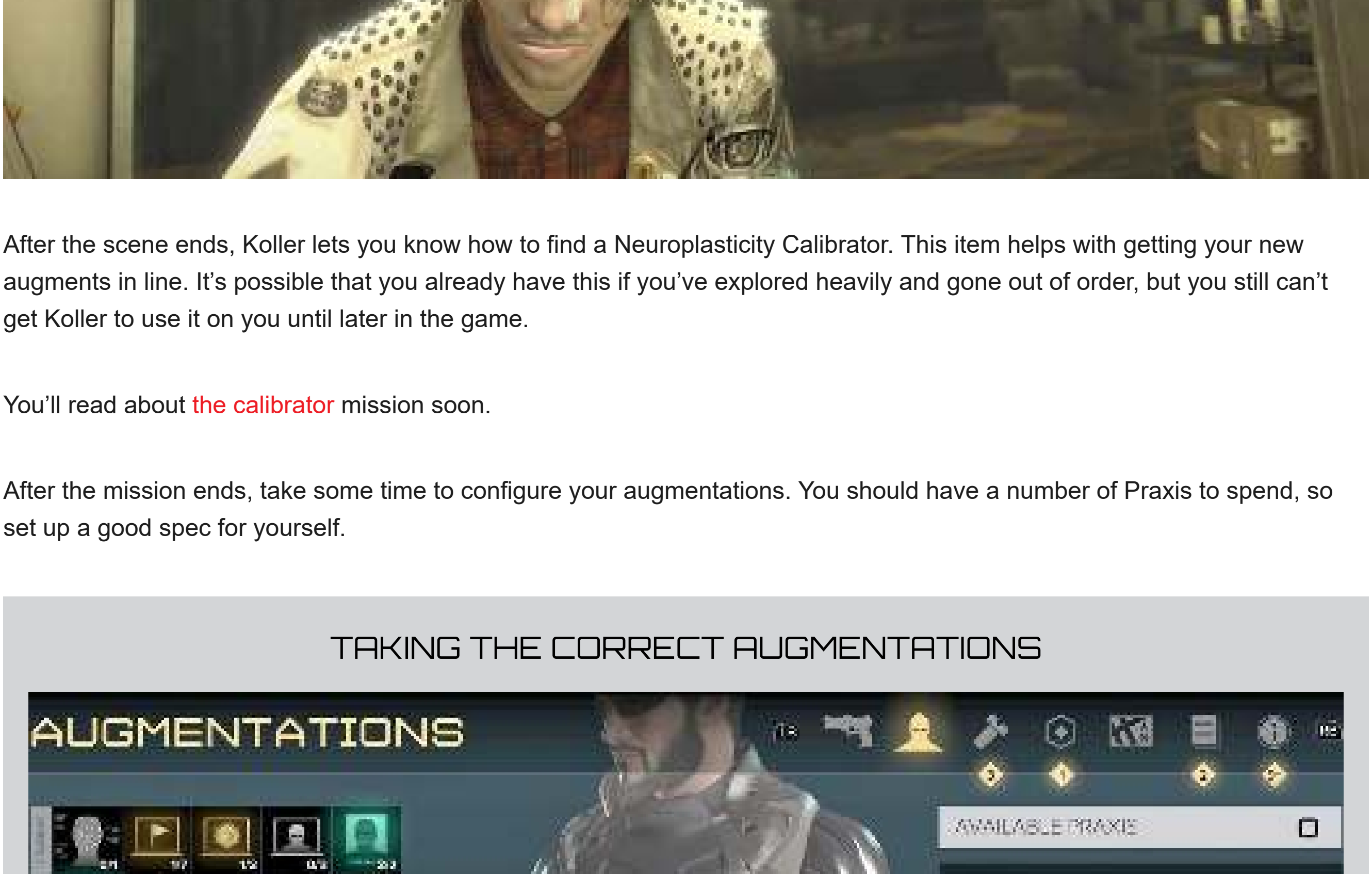
The bookstore is a short trip east from your apartment. Take the streets to get over there. An armed man stands outside of the front gate, with more trouble waiting behind him. Going through these guys takes you down the combat route. Otherwise, you should go through the police checkpoint to the left and find a stealthier way into the compound.

Either way, the store is behind these gates. Your goal is on the second floor of the building. Koller has an office up there with a red book inside of it (this shows up when you use Smart Vision). Get into the office, interact with the book, and get into the hidden elevator that opens up. You can get inside the building via a main door, the side door, a ventilation shaft, or the windows on each floor.



The elevator takes you down to the lab. Talk to Koller and learn about your augments, and then he'll reset everything that's going glitchy for you. You're kind of starting from the beginning, so many of your augments are going to go away. You'll have a baseline number of augs that are perfectly decent, but you won't be a killing machine or a stealth god for a little while.

At this time, you must choose one extra powerful augment to turn on, and turn off something that you aren't using at the moment. Koller is going to reset this anyway, but you're learning how the system works. These new augmentations are very powerful, and they'll always come at a cost. You need to turn something else off to ensure that the new augments work without burning you out!

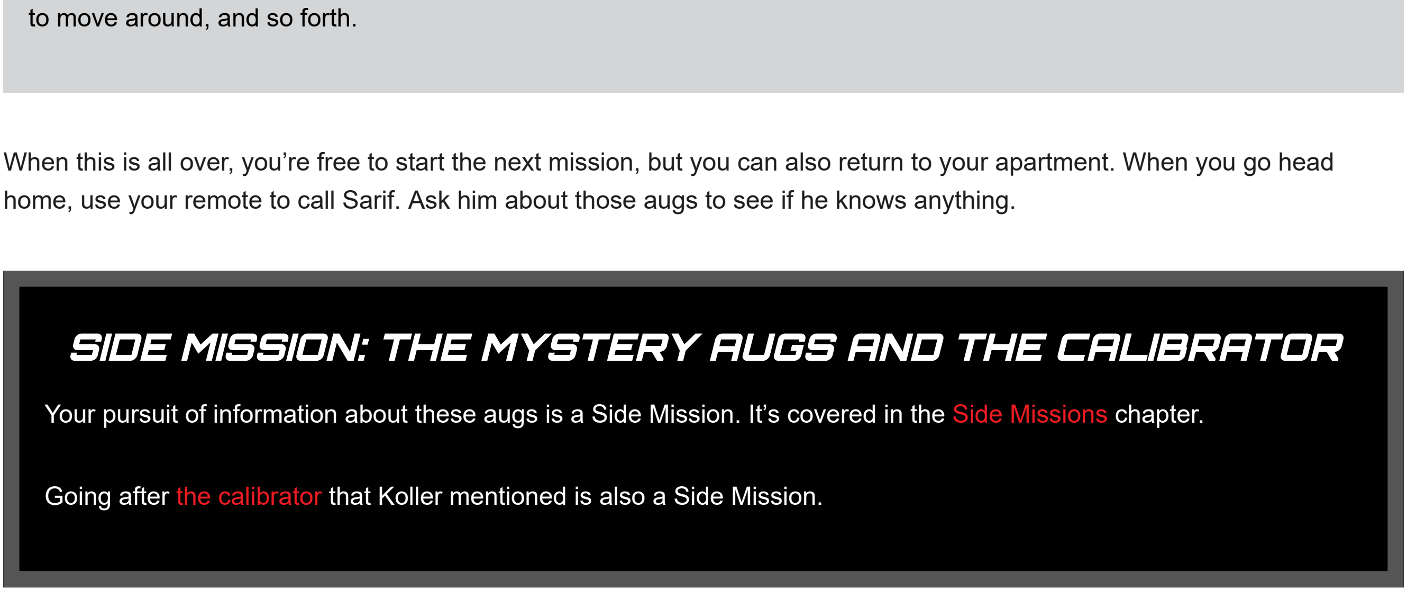


After the scene ends, Koller lets you know how to find a Neuroplasticity Calibrator. This item helps with getting your new augments in line. It's possible that you already have this if you've explored heavily and gone out of order, but you still can't get Koller to use it on you until later in the game.

You'll read about the calibrator mission soon.

After the mission ends, take some time to configure your augmentations. You should have a number of Praxis to spend, so set up a good spec for yourself.

TAKING THE CORRECT AUGMENTATIONS



You don't want to randomly grab augs just because they look good. Everything is powerful in one way or another, but you need to have a set of augmentations that works well together! If you're a combat person, you want more health, armor plating, weaponry, etc. Stealth players need more information, so they upgrade their eyes, reduce noise, make it easier to move around, and so forth.

When this is all over, you're free to start the next mission, but you can also return to your apartment. When you go head home, use your remote to call Sarif. Ask him about those augs to see if he knows anything.

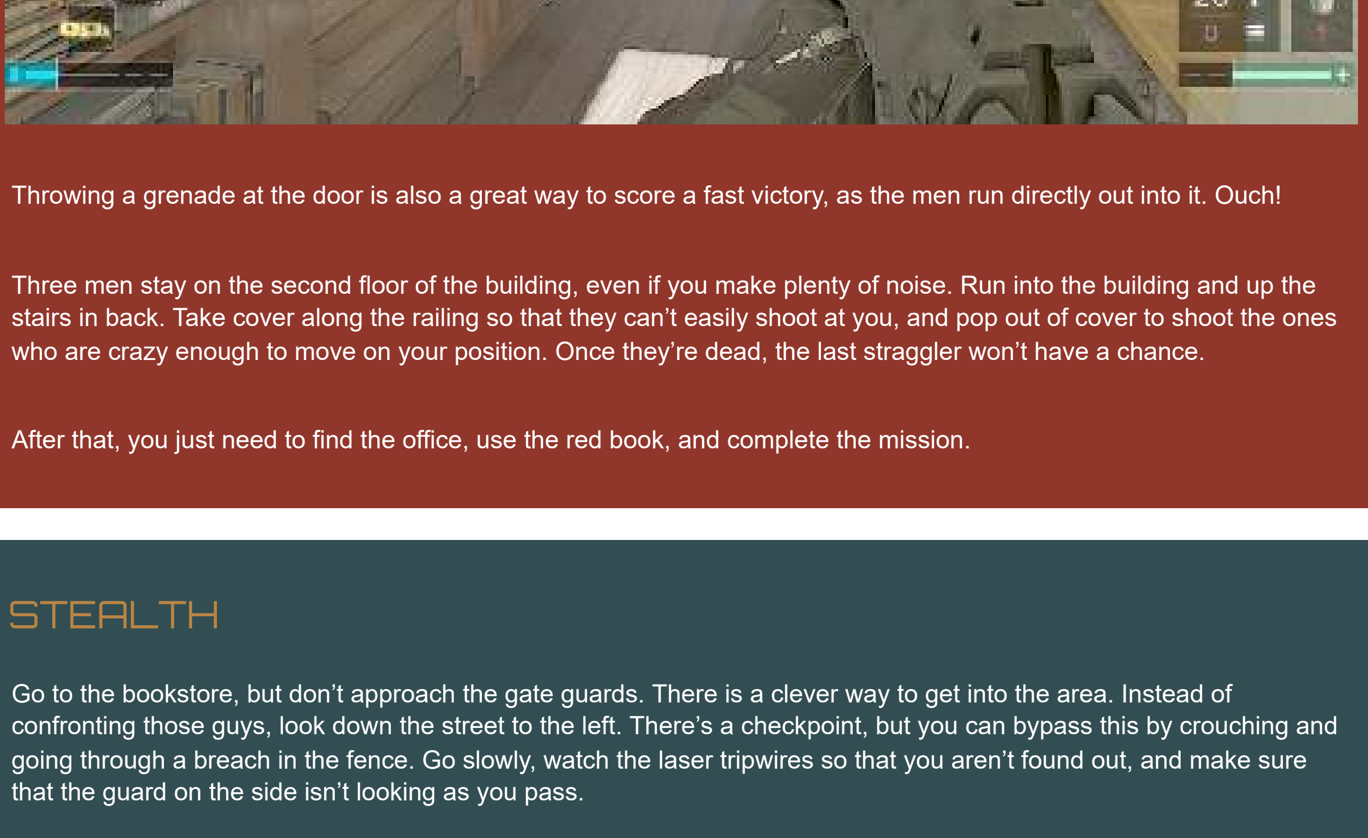
SIDE MISSION: THE MYSTERY AUGS AND THE CALIBRATOR

Your pursuit of information about these augs is a Side Mission. It's covered in the Side Missions chapter.

Going after the calibrator that Koller mentioned is also a Side Mission.

COMBAT

Make your way over to the bookstore, and approach the guard outside of the front gate. Use a Takedown on him, open the gate, and then repeat the act on his buddy in the back. Loot them for their weapons, and hide along the wall afterward so that the man down in the street can't see you. Get a long-range weapon out, snipe him, and then take cover once you have a view of the main store. There are a few men outside of it, and more are going to come outside as the action heats up. Pepper them at range with your best weapon, and then switch to one of the guards' Shotguns if you want to get closer for some easy kills at the end of the fight.



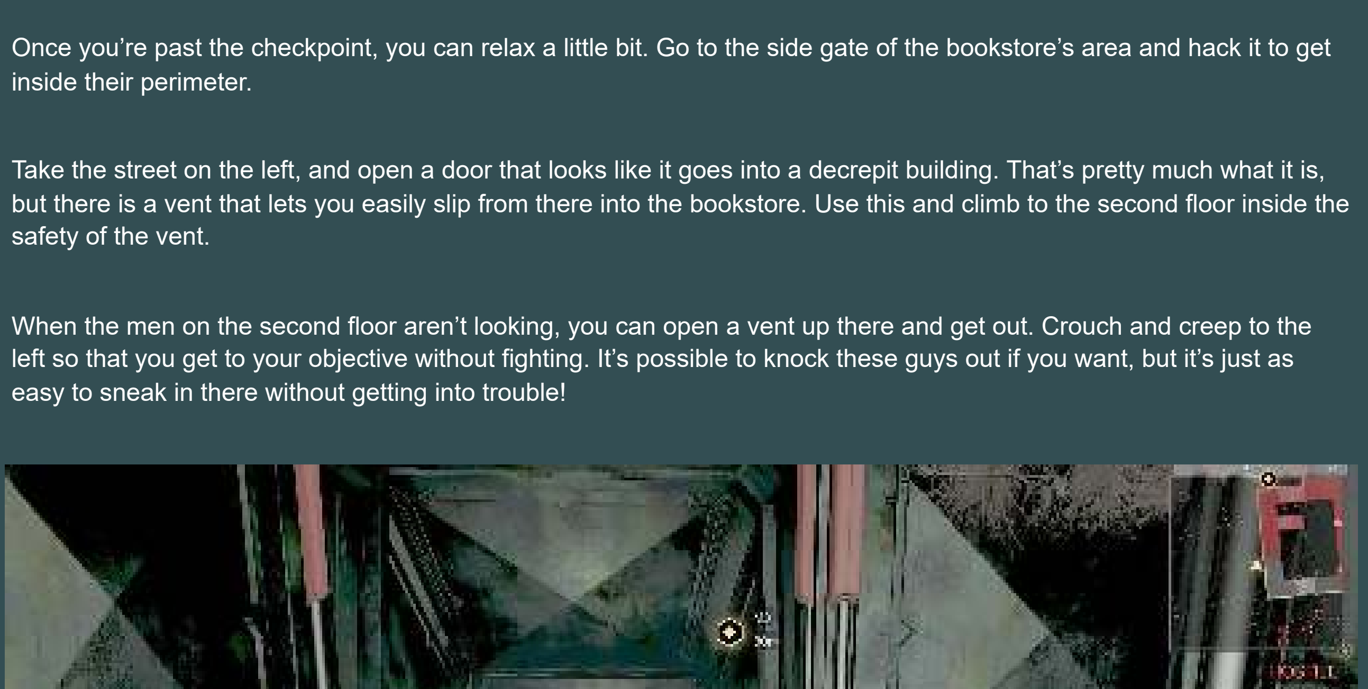
Throwing a grenade at the door is also a great way to score a fast victory, as the men run directly out into it. Ouch!

Three men stay on the second floor of the building, even if you make plenty of noise. Run into the building and up the stairs in back. Take cover along the railing so that they can't easily shoot at you, and pop out of cover to shoot the ones who are crazy enough to move on your position. Once they're dead, the last straggler won't have a chance.

After that, you just need to find the office, use the red book, and complete the mission.

STEALTH

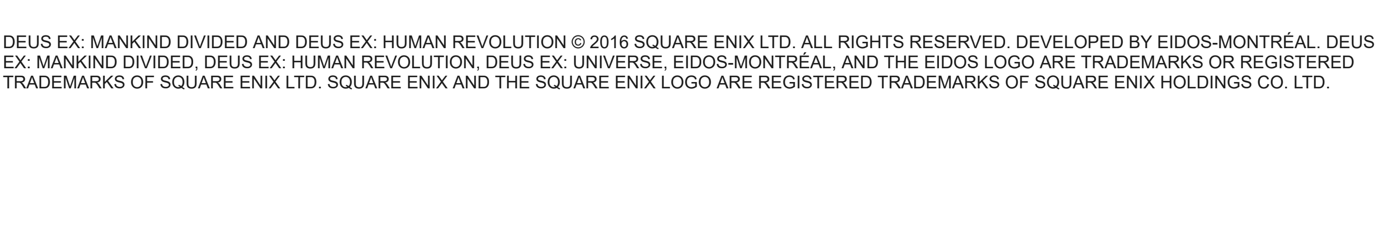
Go to the bookstore, but don't approach the gate guards. There is a clever way to get into the area. Instead of confronting those guys, look down the street to the left. There's a checkpoint, but you can bypass this by crouching and going through a breach in the fence. Go slowly, watch the laser tripwires so that you aren't found out, and make sure that the guard on the side isn't looking as you pass.



Once you're past the checkpoint, you can relax a little bit. Go to the side gate of the bookstore's area and hack it to get inside their perimeter.

Take the street on the left, and open a door that looks like it goes into a decrepit building. That's pretty much what it is, but there is a vent that lets you easily slip from there into the bookstore. Use this and climb to the second floor inside the safety of the vent.

When the men on the second floor aren't looking, you can open a vent up there and get out. Crouch and creep to the left so that you get to your objective without fighting. It's possible to knock these guys out if you want, but it's just as easy to sneak in there without getting into trouble!

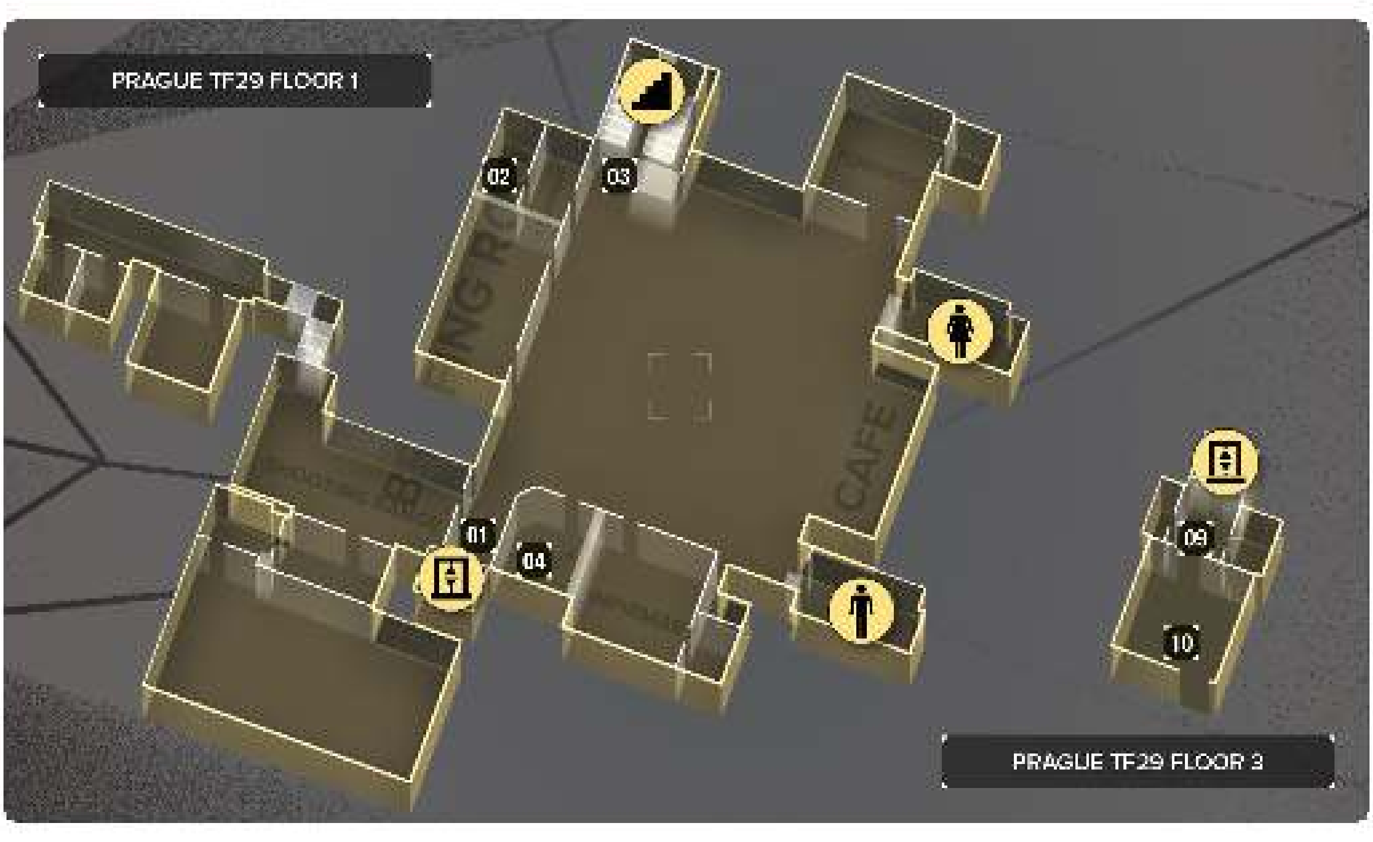


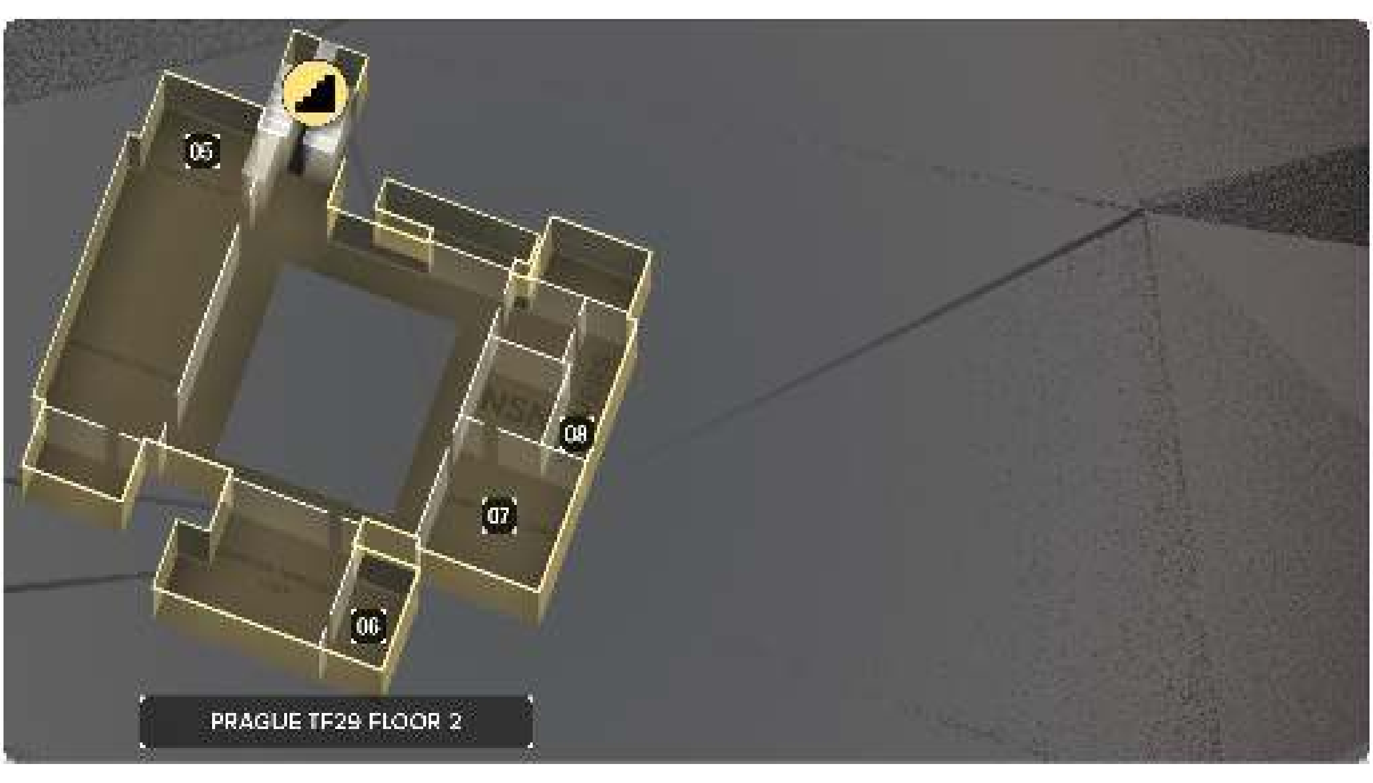
Prague, First Visit

Checking Out TF29

OBJECTIVES

- Take the subway to the northern part of the city (Monument or Palisade Station)
- Go to TF29's storefront, and use your keycard to access a special elevator
- Enter TF29 and install a Whisper Chip into the NSN Server on the second floor
- Meet Miller in his office





MAP LEGEND

01: Entrance
02: NSN card
03: Stairs to second floor
04: Security controls
05: Peter Chang (Side Mission)
06: Macready
07: Miller
08: Plant Whisper Chip here
09: Clerk
10: Storefront

TF29's offices are in the northern end of the city. You won't have any trouble reaching them or getting inside, so take your time and ensure that you've completed plenty of side content ahead of time if you want more XP by the time you arrive.

Go into the store that's marked as your objective, and bypass the customers and the secretary inside. This is just a front, and it's not your real target. Go into the back room, and use your special keycard to unlock a special elevator. Take that down into the bowels of the building, where TF29's real offices are located.

HACK FOR ITEMS!

After you've searched the first floor of the offices, use the stairs in the north to climb up to the second floor. You bump into Aira, the quartermaster for TF29. She gives you the pass for the shooting range (which is back on the first floor).

You find Peter Chang in a nearby office on the right. Talk to him at his desk. He's having a bit of a freakout, so calm him down as best as you can. Delve deeper to find out as much as possible from him about the hacking that's been going on at TF29's front company.

SAMIZDAT

Accepting Chang's request starts Samizdat, a Side Mission.

You can accomplish a few more optional things before proceeding with the main story. It's possible to talk with Macready, Singh (if he survived in the mission in Dubai), and Peter Chang. Of those, only Chang's conversation triggers actual mission work. You can also return to the first floor and work in the shooting range with Aria.

When all of that is done, it's time to plant the chip.

You get an NSN keycard from the locked IT Support area on the first floor. The door into that area is not too hard to hack, but if you need help, you can use a laptop nearby to get the code and break in that way (**5545**). You can also use the laptop to generate new passcodes for several other important laptops in the area.

CHECKING OUT TF29
PLANT THE WHISPER CHIP
VIEW ENTRY (HOLD)
30
65

Now that you have the card, go to the second floor and use the card to get into the NSN Server room. You can get into the internal server room by hacking, or by jumping up the left wall into a crawlspace above. Drop down into the next room and circumvent the door if you like.

Plant the Whisper Chip, and then get out of the room. You're called in to see Miller, who has an office very close by. Go in and talk to him for a while. The conversation will vary somewhat depending on whether you have seen Koller yet.

When you're finished in TF29, use the elevator again to leave the building. Go up to the store above and exit. If you accepted Chang's mission, take a second to stop and talk to the store clerk as you go.

Prague, First Visit

Claiming Jurisdiction

GET EVIDENCE FOR SMILEY

OBJECTIVES

- Use the subway and travel to Ruzicka Station
- Retrieve the evidence
- Talk to Smiley, and then leave the station
- Return to TF29

OVERVIEW

You can now travel to Ruzicka Station from any of the other subway terminals. Do so when you're ready, and talk to Smiley when you arrive. He'll give you the rest of the information about your current mission. You have to retrieve evidence from a crime scene, but the police aren't going to make it very easy.

You must infiltrate the lower levels, find a way to bypass or go through the cops, and get to the upper level of the station. Evidence is in the northwestern corner of the upper level. Get that, bring it back to the lower terminal, and exit the station.

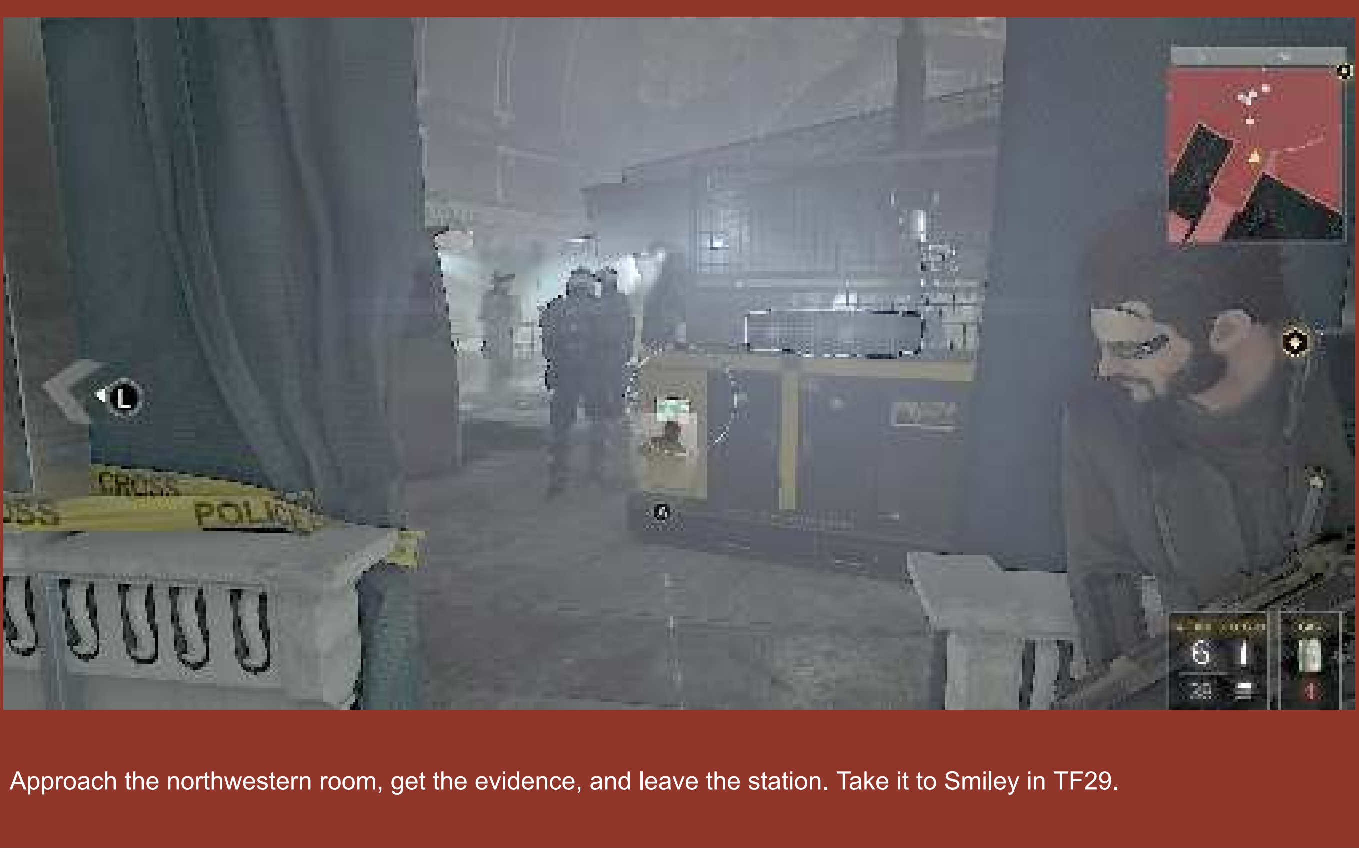
There are multiple changes to the story depending on whether you do this with full stealth or not. In this case, even non-combat violence has some minor negative consequences, so the stealth walkthrough is even more conservative than usual.

COMBAT

There are two sets of police officers in the subway station. A few are on the lower level, and they'll stop you as you approach their area. Take cover, and snipe the first officer from safety. Two others can clearly see this. Bring them down with a storm of gunfire so that you're in the clear by the time a couple of reinforcements make it to the stairs behind them. Be ready!

When everything is silent, loot all of the bodies, and then climb the stairs. The officers on the upper level won't have been alerted yet, so you can set up another ambush against them. A team of the troopers is close to the area where you come out. Use a grenade on them, and then switch to your heavier guns to take out the armored Exo Trooper patrolling around. He'll be the serious part of the fight, and he's a real bullet sponge. Fire repeatedly to stun him so that he can't retaliate. Shotgun blasts to the face are particularly effective.

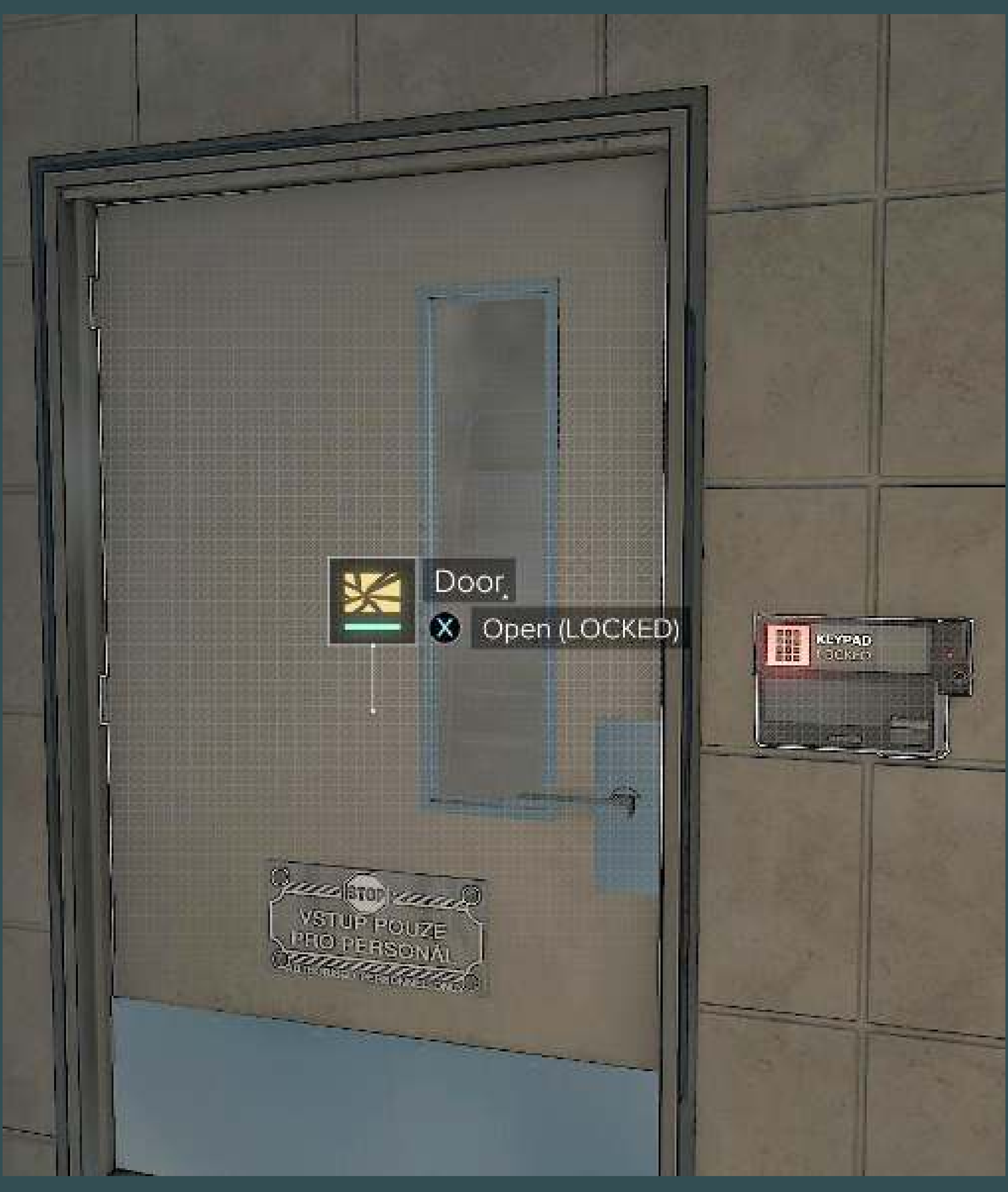
Only leave your position when the enemies have thinned out dramatically. The open floor is a killing field if there are any officers left alive.



Approach the northwestern room, get the evidence, and leave the station. Take it to Smiley in TF29.

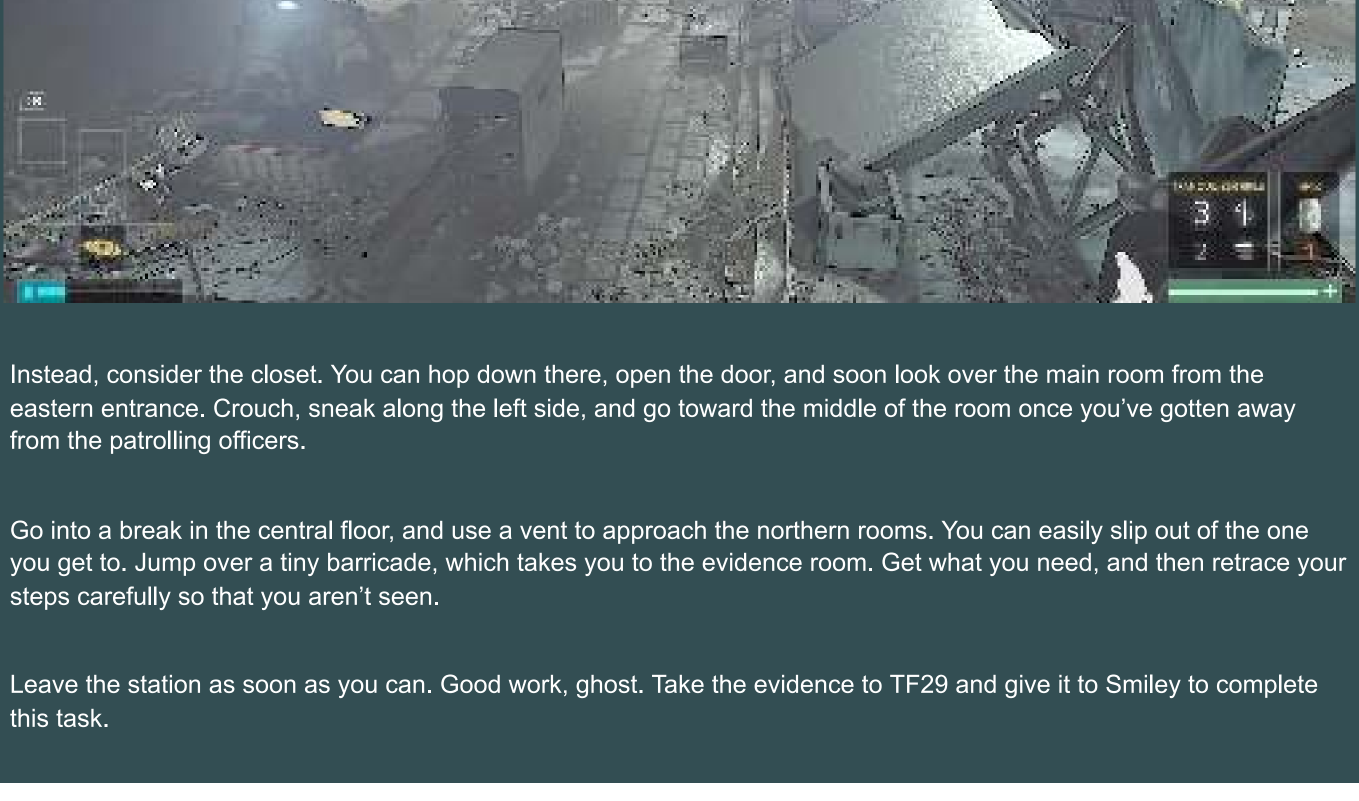
STEALTH

Even aggressive players should probably take this route. The cops are a thorn in your side here, but they haven't actually done anything against you. It's still your choice, but your boss won't be too happy if you wade through the Prague police force for no good reason.



Go to Ruzicka Station as you normally would, but stop when you go up the first stairs and meet the police officers. Do as you're asked, and back away from them. Look at the room to your left and go inside. Hack a very easy computer terminal and get into a storage closet. Take a Security Card from that closet, and then use it across the hallway to get into a restricted area.

Watch out for a single camera in the next hall, and creep around the corner so that it doesn't see you. Look for a side passage with a ladder leading up. You have to break through a heavy plate to get to it, but there isn't anyone close enough to hear that. Climb the ladder beyond, and break into ventwork above there. It takes you to the upper level, where you can quietly exit. One vent goes into a café, and the other goes into another closet. It feels like the café will be easier to sneak through, but the camera inside of it can be tricky when you're also dealing with the guard. Unless you already have Remote Hacking and can disable the camera, ignore that route.



Instead, consider the closet. You can hop down there, open the door, and soon look over the main room from the eastern entrance. Crouch, sneak along the left side, and go toward the middle of the room once you've gotten away from the patrolling officers.

Go into a break in the central floor, and use a vent to approach the northern rooms. You can easily slip out of the one you get to. Jump over a tiny barricade, which takes you to the evidence room. Get what you need, and then retrace your steps carefully so that you aren't seen.

Leave the station as soon as you can. Good work, ghost. Take the evidence to TF29 and give it to Smiley to complete this task.

DEUS EX MANKIND DIVIDED™

Prague, First Visit

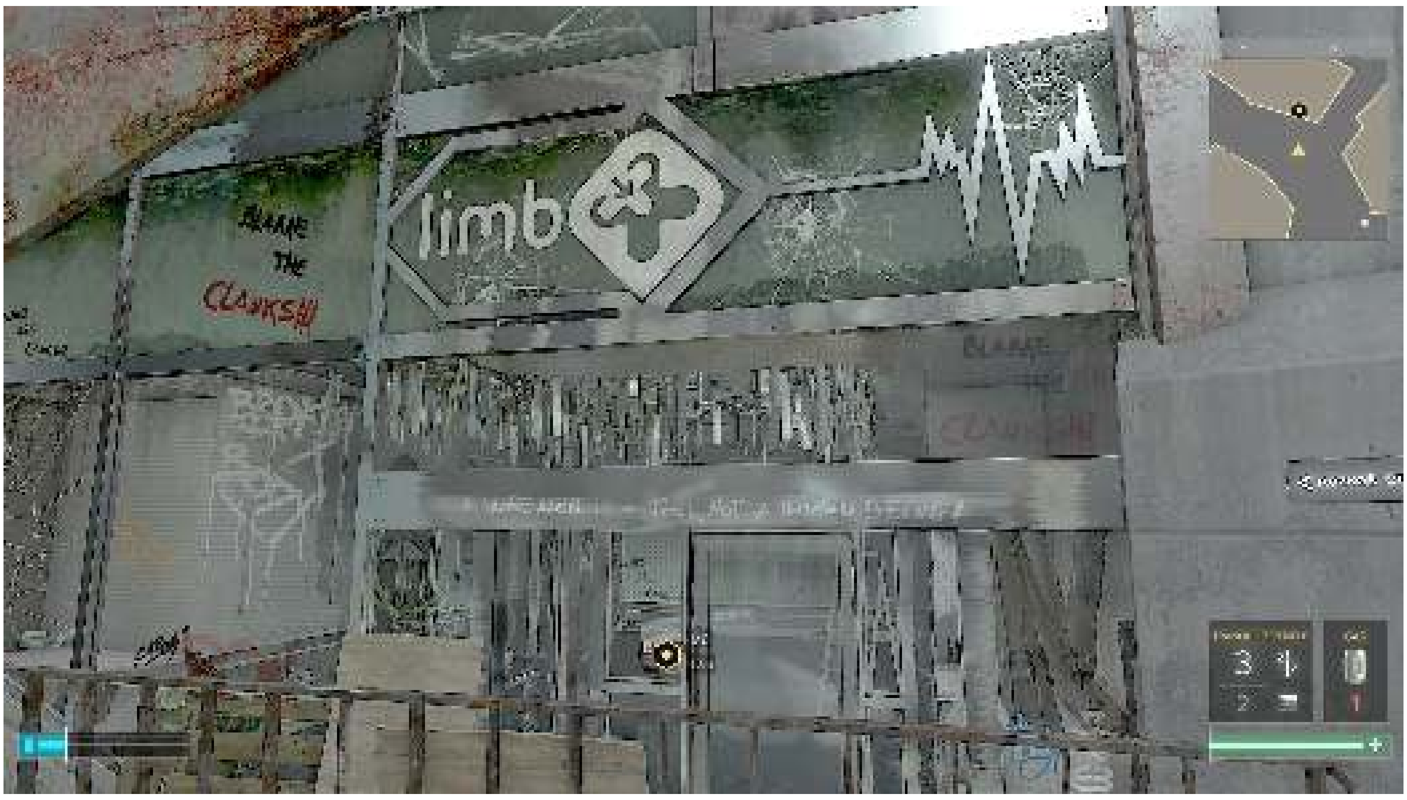
Taking Care of Business

GAIN CLEARANCE FOR YOUR NEXT MISSION

OBJECTIVES

- Talk to Doctor Auzenne in TF29
- Meet Vega in the LIMB clinic
- Meet Miller at the helipad

OVERVIEW



Doctor Auzenne is located on the first floor of TF29. You need to meet with her to get clearance for your next mission. Talk to her and answer her questions, and then leave the facility when you're done.

Go to the next objective; it's a LIMB clinic in the same part of town. Use the code (**4464**) on the door, or hack your way in. Vega is downstairs, waiting for you. Talk to her about the chip's intel.

When you leave, meet Miller at a nearby helipad. The building is marked as your objective, so it's easy to find. Walk in the front door, and use the code (**4465**) to get into the secure part of the building—unless you like hacking Level 5 terminals just for fun.

Pass through another room and meet Miller outside. He'll brief you on the next big mission. You're pretty much ready to go now. Just make sure that you're done with everything for this visit to Prague; you're about to leave and won't return for some time.

Golem City

Overview

ARC
TALOS RUC
HUMANS

You're flown by Chikane into Golem City, a ghetto for the augmented who have gotten caught up in the government's bureaucracy. Your job is to find the leader of ARC and extract him from the area. The first step is to find Tibor Sokol, a contact that you have within Golem City.

Golem City

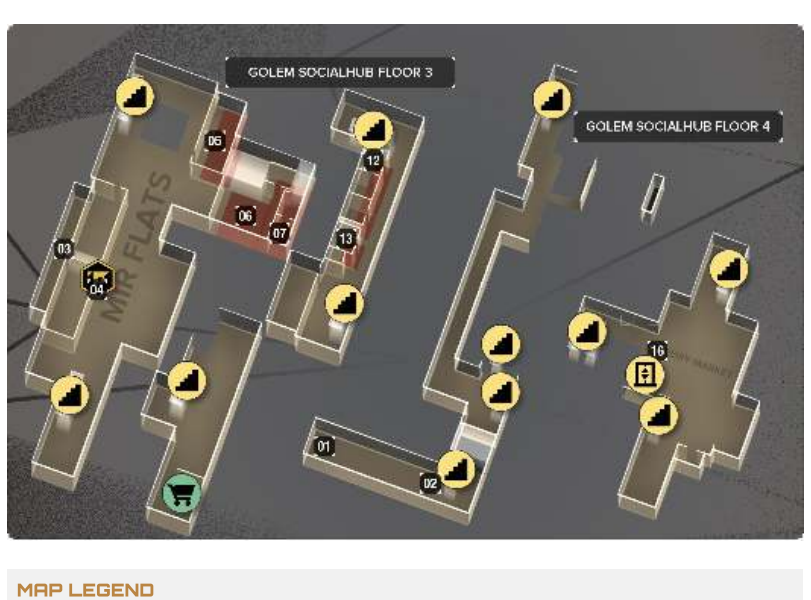
The Rucker Extraction

GO TO SOKOL'S APARTMENT

OBJECTIVES

- Go to Sokol's apartment
- Learn about Tibor's location

OVERVIEW

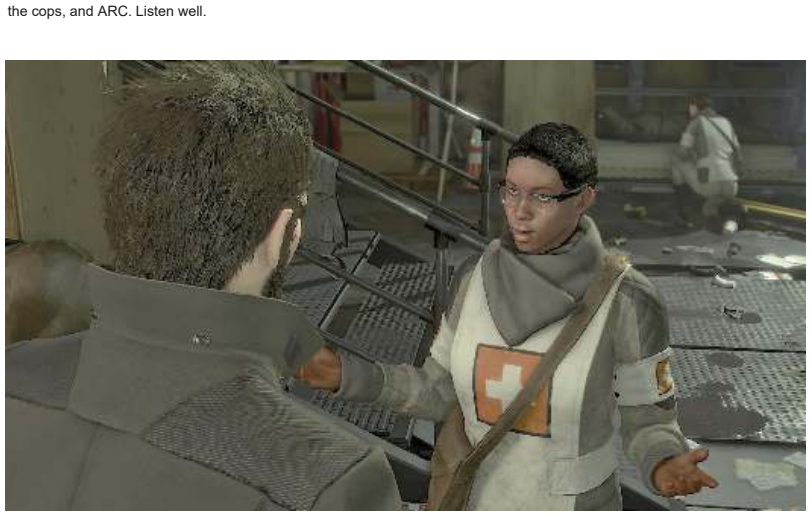


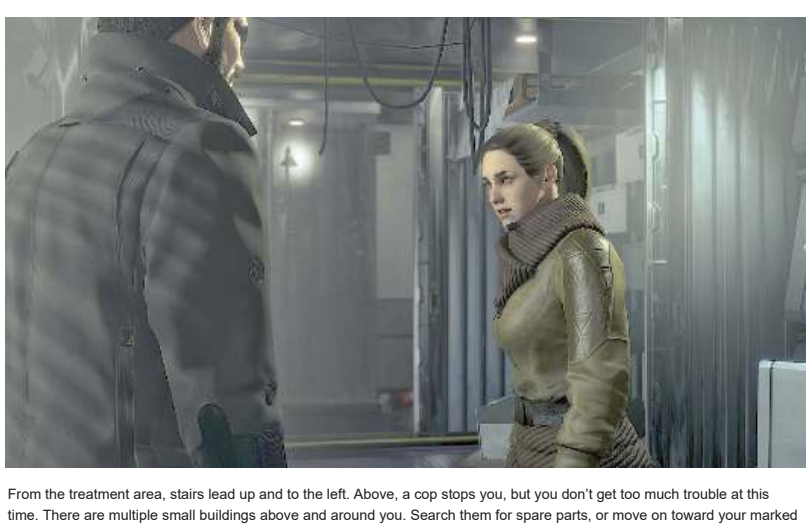
MAP LEGEND

- **01**: Mission starting point
- **02**: Dr. Onziema
- **03**: Gas area (spare parts and a silencer)
- **04**: Sokol's apartment
- **05**: Restricted apartment
- **06**: Police barracks (Code 2223)
- **07**: Medical lockup (Code 6123)
- **08**: Bribable guard
- **09**: Vents into detention area
- **10**: Tibor's location
- **11**: Weapon lockup
- **12**: Locked area (2046)
- **13**: Supply crate
- **14**: Dusan's cell
- **15**: Security computer
- **16**: Lubos
- **17**: Louis Gallois
- **18**: Elevator from Lubos' area (requires keycard)
- **19**: Ladder from Gallois' area
- **20**: Throat entrance

You start in a tiny alley of Golem City. There are people everywhere, but most of them are in no shape to stand in your way. These are not fortunate people by any stretch of the imagination.

A woman at the other end of the alley is helping people out. Her name is Dr. Martine Onziema. If you can give her some Neuropoynze, she'll give you information about a storage area that's up for grabs. She also talks about the state of the city, the cops, and ARC. Listen well.





From the treatment area, stairs lead up and to the left. Above, a cop stops you, but you don't get too much trouble at this time. There are multiple small buildings above and around you. Search them for spare parts, or move on toward your marked objective.

The apartment is on the third level of the area. It isn't guarded, so the only way to get into trouble is to start some with the police (a very bad idea in Golem City).

Tibor isn't in the apartment when you arrive, but Adele, his sister-in-law, is there. Talk to her to find out where Tibor and his brother have gone.

ADELA IS NO ONE'S FOOL

You can find Tibor without talking to Adele, and you might have to! If you cause any trouble in Golem City before meeting Adele, she'll flee from the apartment and won't be available. In that case, you have to search Sokol's apartment until you find a chat session that hints that Sokol has been arrested.

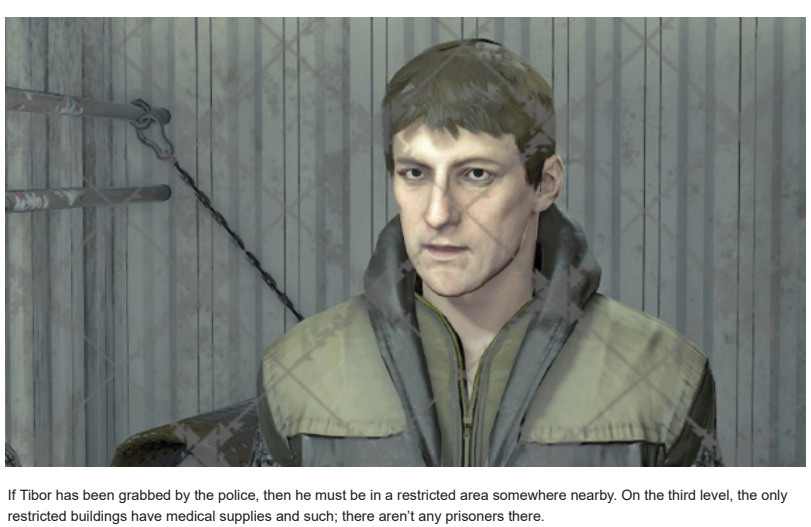
Adele has some ideas about how to find Tibor's cell, but she isn't likely to reveal them. This is a conversation where Social augs help you obtain additional information!

FIND TIBOR IN THE NARROWS

OBJECTIVES

- Go to the detention area
- Talk to Tibor

OVERVIEW



If Tibor has been grabbed by the police, then he must be in a restricted area somewhere nearby. On the third level, the only restricted buildings have medical supplies and such; there aren't any prisoners there.

You need to take the stairs leading down in the northwestern part of that floor. The "narrows" (as they're called here) are below. A guard stops you on the second floor and says that you can't pass. This gives you choices. You can stealth into the area, start fighting, or simply bribe the man. For 1,000 credits, you can stroll right in.

To save on those vital credits, use a vent on the western wall to bypass the officer and his laser fence. You can pop out behind a second cop when she isn't looking. Disable her quietly, and repeat this when sneaking up behind the corrupt officer. When they're both down, you can loot the lockers nearby, and then go into the detention facility to speak with Tibor.

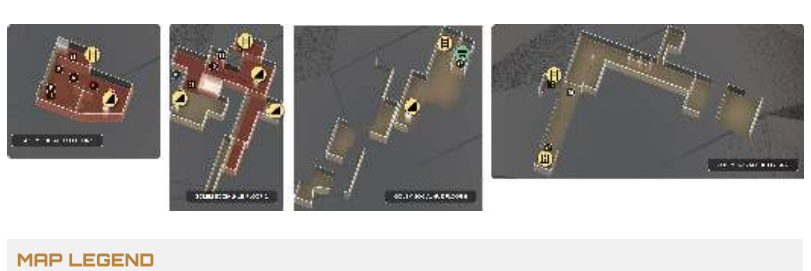
Afterward, you can proceed with multiple optional goals before going forward with the main mission. Decide whether you want to free Dusan, convince Gallois to let you into ARC, or do a favor for Otar. It is possible to do all of these, if you want the most experience.

FREE DUSAN (OPTIONAL)

OBJECTIVES

- Disable the four police officers on Level 1
- Talk to Dusan
- Talk to Lubos

OVERVIEW

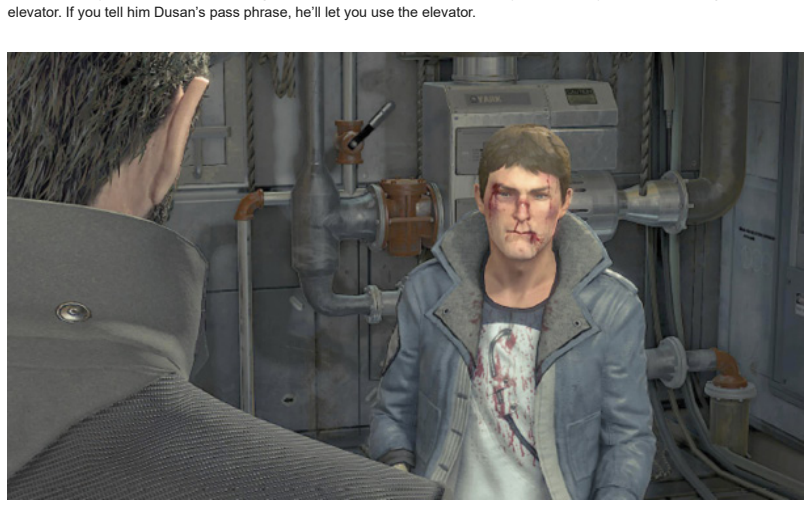


MAP LEGEND

- **14**: Dusan's cell
- **15**: Security computer
- **P**: Regular police
- **A**: Armored cop (patroller)

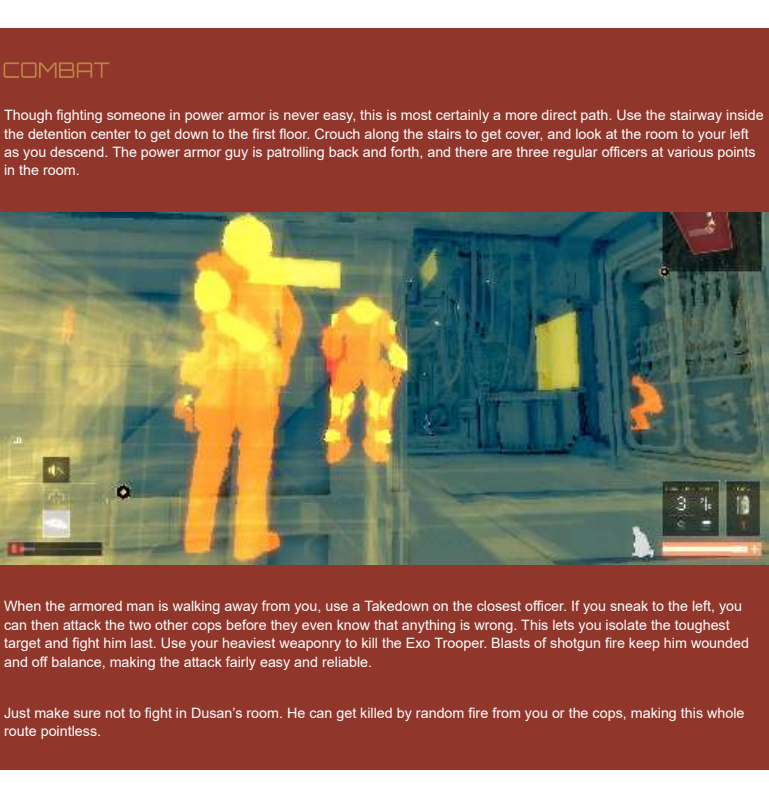
Tibor doesn't ask you to get him out of there, but he still begs you to help his brother Dusan. Dusan is in the lowest level of the area, personally guarded by four cops. One of them is in power armor (he's an Exo Trooper). You need to take all four of the cops down to save Dusan, which is very hard to do without killing anyone (though it's still possible). Incapacitate or kill all four guards, and then speak with Dusan to finish this side goal.

Dusan gives you a special quote to get into ARC's area: "When you rob a man of everything, he is no longer in your power." And with that, you're done. You need to give this state to Lubos; he's an ARC loyalist who stays on Level 4 and guards the elevator. If you tell him Dusan's pass phrase, he'll let you use the elevator.



COMBAT

Though fighting someone in power armor is never easy, this is most certainly a more direct path. Use the stairway inside the detention center to get down to the first floor. Crouch along the stairs to get cover, and look at the room to your left as you descend. The power armor guy is patrolling back and forth, and there are three regular officers at various points in the room.

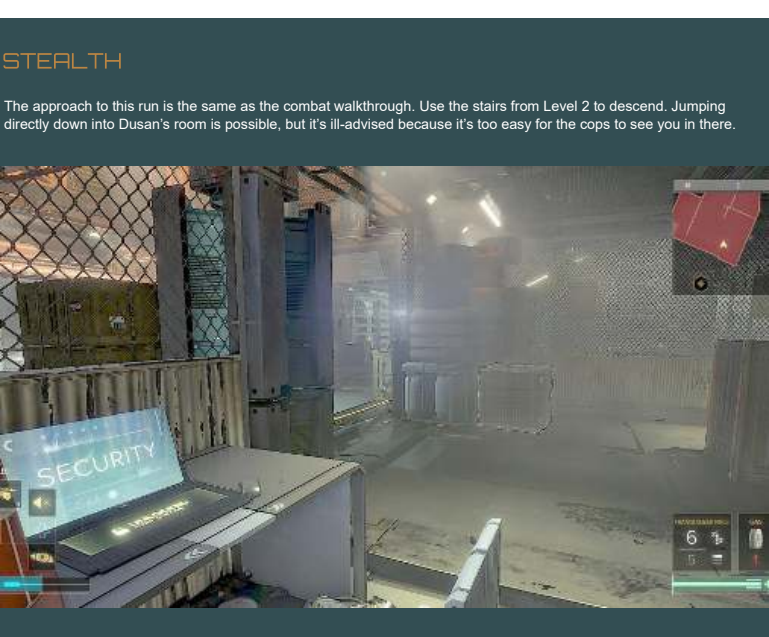


When the armored man is walking away from you, use a Takedown on the closest officer. If you sneak to the left, you can then attack the two other cops before they even know that anything is wrong. This lets you isolate the toughest target and fight him last. Use your heaviest weaponry to kill the Exo Trooper. Blasts of shotgun fire keep him wounded and off balance, making the attack fairly easy and reliable.

Just make sure not to fight in Dusan's room. He can get killed by random fire from you or the cops, making this whole route pointless.

STEALTH

The approach to this run is the same as the combat walkthrough. Use the stairs from Level 2 to descend. Jumping directly down into Dusan's room is possible, but it's ill-advised because it's too easy for the cops to see you in there.



Instead, sneak down the stairs and quietly perform a Takedown on the first cop nearby. Drag her unconscious body onto the stairs, where she won't be seen. Use the area on the left to sneak forward, and quietly move some boxes so that you can approach the sitting security officers without alerting them.

Stay behind the cop at the computer and wait. Let the patroller go all the way to the left, turn around, and start moving away from the other two cops. This is the tricky part. Tranq the cop across the way, immediately do a Takedown on the cop at the computer, and then go across the room. Drag the tranquilized cop into the room behind them. The patroller won't see this or notice the cop at the computer. You're clear.

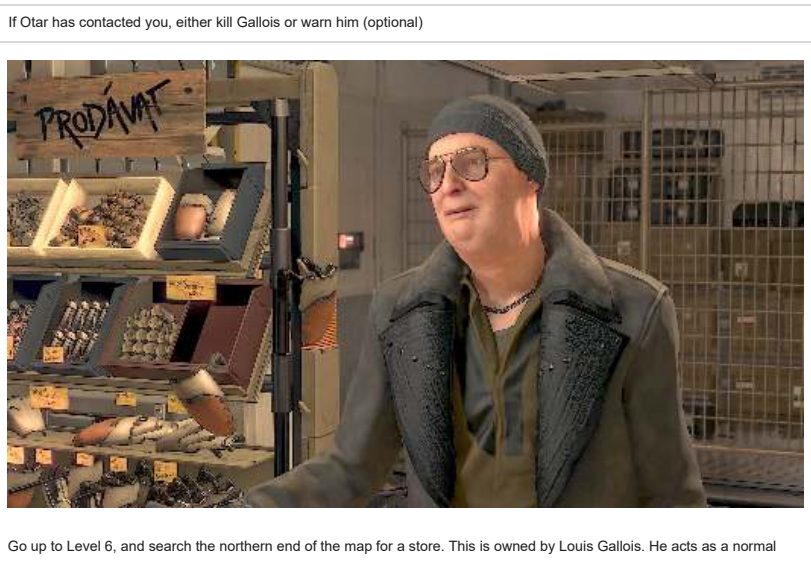
Here's the rough bit: you can't knock out an Exo Trooper without some help. Use the Tesla ability to stun them, and then hit the cop with a Takedown so that you get a non-lethal victory. Done quickly, the cop won't even see you coming.

Talk to Dusan, free him, and head out.

TALK TO LOUIS GALLOIS (OPTIONAL)

OBJECTIVES

- Find Louis Gallois
- Tell him Tibor sent you to gain access to ARC territory
- If Otar has contacted you, either kill Gallois or warn him (optional)



Go up to Level 6, and search the northern end of the map for a store. This is owned by Louis Gallois. He acts as a normal merchant and can sell you a couple of nice items and ammo. In addition, he'll give you access to ARC territory if you let him know that you're working with Tibor.

If you struck a deal with Otar back in Prague, he'll call you in this area and ask you to kill Gallois. That's an option, if you like, or you can warn Gallois and have him leave the region entirely. The latter is just a matter of talking to him, so that's very easy.

To kill him without starting more than you can handle, buy a Silencer from the merchant if you don't already have one. Put that on your best rifle, and remember to close the front door of the shop. Next, go to the back of the store. Assassinate the guard there; Gallois and his other guard remain unaware. You can then take out both men without alerting anyone else, even the cop who's usually stationed just a bit outside.

Simple stuff.

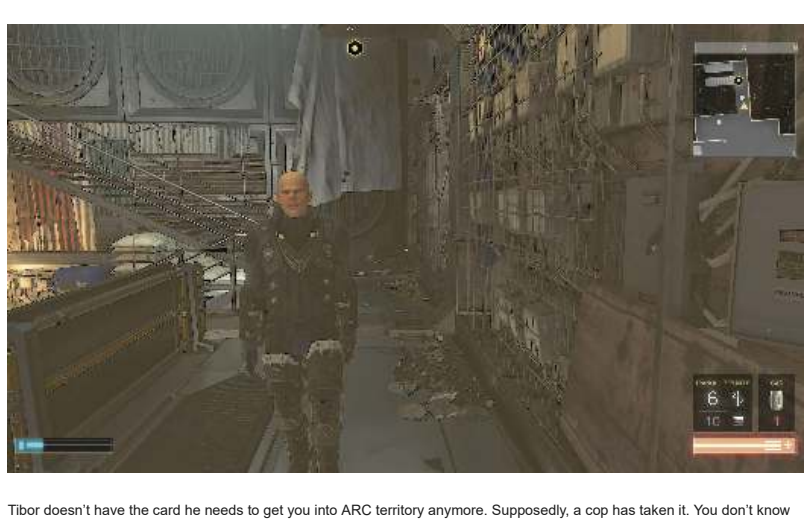
Either way, you can use this area to gain access to ARC territory. A door in the back opens into a tiny yard. Climb the ladder in the yard to get where you're going.

GET TIBOR'S KEYCARD (OPTIONAL)

OBJECTIVES

- Find Tibor's keycard
- Use the keycard to get into ARC territory

OVERVIEW



Tibor doesn't have the card he needs to get you into ARC territory anymore. Supposedly, a cop has taken it. You don't know which cop did it, or exactly where the officer is. However, you have a minor lead. The officer in question is supposed to work the market. Go to Level 4, and start searching for cops in the Stedry Market area. There is someone in an Exo suit, but it's not him. There are two other patrollers; the guy without a face helmet is your target and has the keycard.

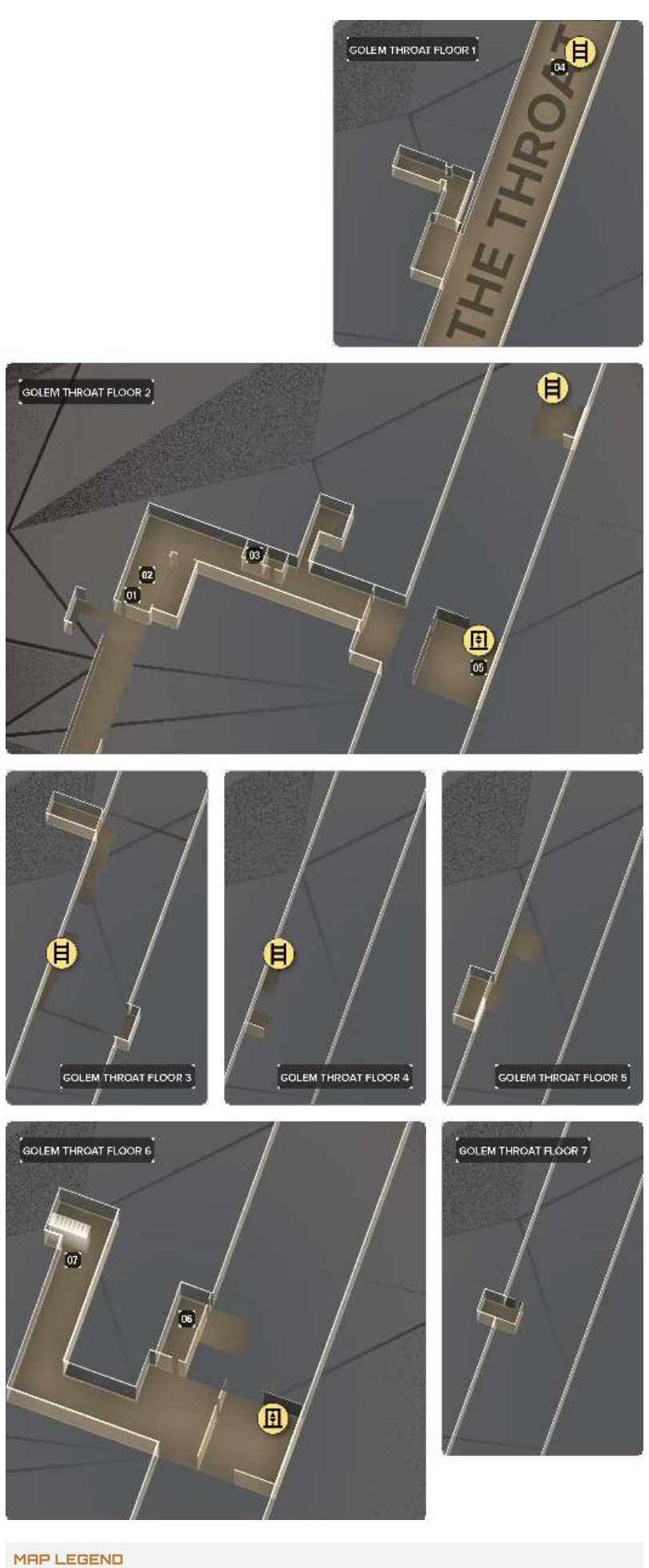
Follow the cop around until he goes all the way south into a quiet, isolated building. Tail him, knock him out, and get the card.

ENTER THE THROAT (ARC TERRITORY)

OBJECTIVES

- Enter The Throat
- Find your way to the elevator
- Enter RVAC Row

OVERVIEW



MAP LEGEND

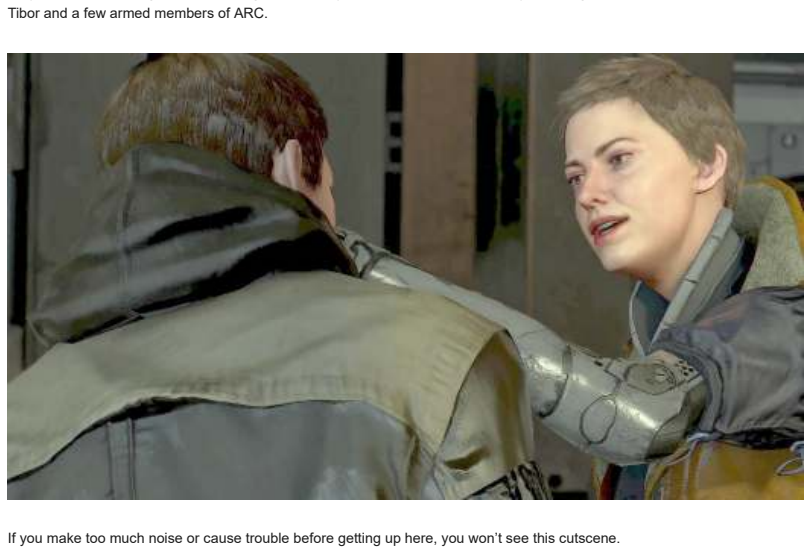
- **01**: Entrance from market area
- **02**: Meet Marchenko here
- **03**: Weapon cache
- **04**: Weapon cache
- **05**: Elevator up
- **06**: Locker with a Holo Sight
- **07**: Entering RVAC Row (Restricted ARC Territory)

Use the elevator that Lubos is guarding, or climb the ladder behind Gallois' store. Both of these take you into The Throat. You're greeted by some serious-looking people and given fair warning. Talk to a huge Aug named Marchenko until you finish the conversation. He's not going to give up anything very important here, so don't stress over your options too much; just hear him out.

Then, start to explore this new area. A laser field keeps you from going too far in. However, there is a side route to the north that gets you out into the open portion of The Throat. Loot a large container down there, and then hop up the inside of that crate to get yourself higher in the room. Using a support beam, run along the eastern wall to reach the elevator that is marked as your objective without setting off any alarms.

Take the elevator up, using the card reader that's there. This takes you to floor six. Break the lock on a gate nearby, and proceed into the heart of this ARC compound. You get a call from Chikane that isn't particularly reassuring.

Stay on the path, and go forward through the hallway. You enter restricted territory and barge in on a conversation between Tibor and a few armed members of ARC.



If you make too much noise or cause trouble before getting up here, you won't see this cutscene.

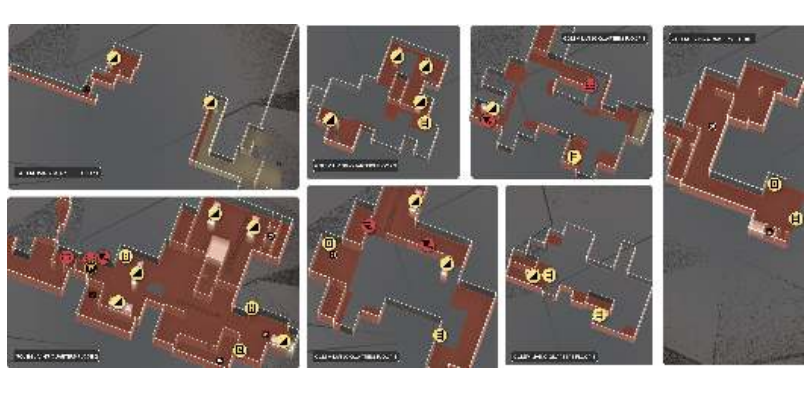
Now that you're here, it's time to see what's going on in the heart of ARC.

INFILTRATE ARC'S LIVING QUARTERS IN RVAC ROW

OBJECTIVES

- Move through RVAC Row

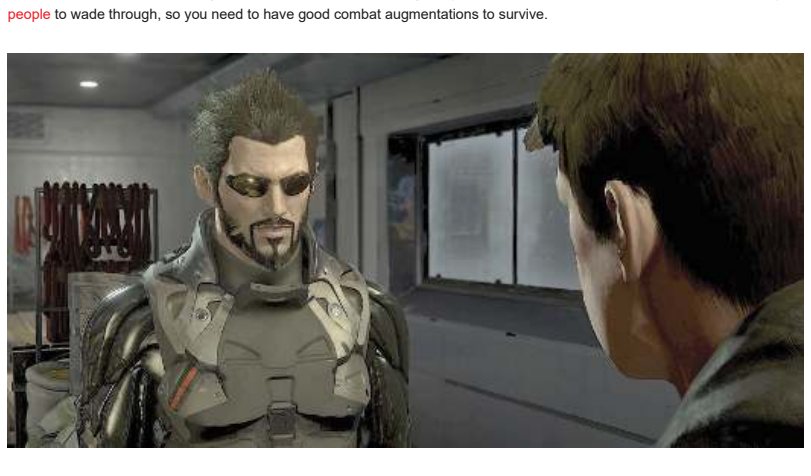
OVERVIEW



MAP LEGEND

- **01**: Entrance from The Throat
- **02**: Tibor's position
- **03**: Multiple weapon caches
- **04**: Elevator connects G, 2, and 7
- **05**: Weapon lockers
- **06**: Beginning of Ridit Station
- **07**: Hidden entrance to Ridit Station
- **08**: Security station

ARC's living quarters cover multiple levels, and several augmented recruits guard them. You need to get through this area and into Ridit Station, but you can accomplish this in even more ways than usual. Stealth lets you use the vents or the elevator on the seventh floor to get to the next area. Brute force gives you almost a direct path forward, but there are many people to wade through, so you need to have good combat augmentations to survive.

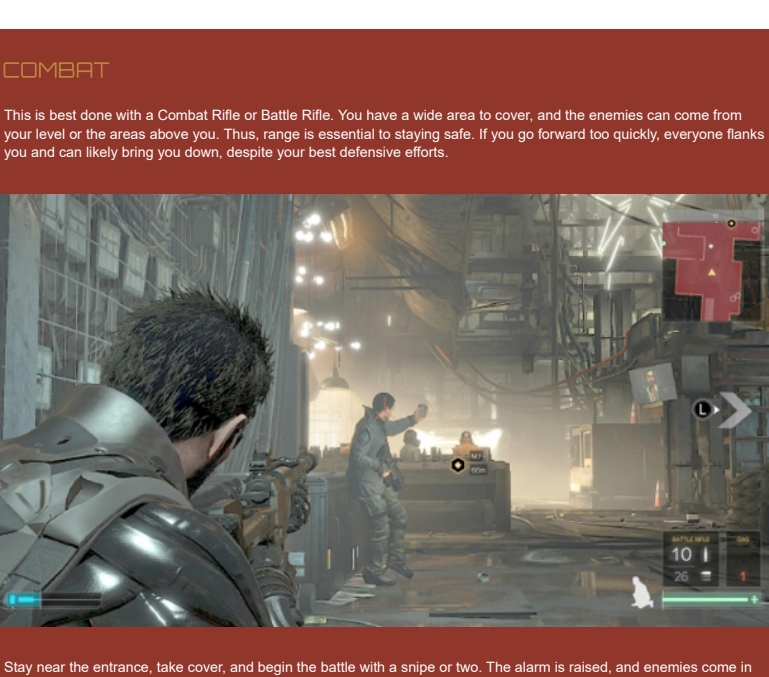


WEAPONS GALORE

While it's safer, faster, and easier to follow this walkthrough and skip most of the area, you might want to slow down and search it thoroughly. This place is filled with weapons: Sniper Rifles, Combat Rifles, and Battle Rifles are all over the place. If you want to stock up on these weapons and their ammunition, this is the place to search!

COMBAT

This is best done with a Combat Rifle or Battle Rifle. You have a wide area to cover, and the enemies can come from your level or the areas above you. Thus, range is essential to staying safe. If you go forward too quickly, everyone flanks you and can likely bring you down, despite your best defensive efforts.



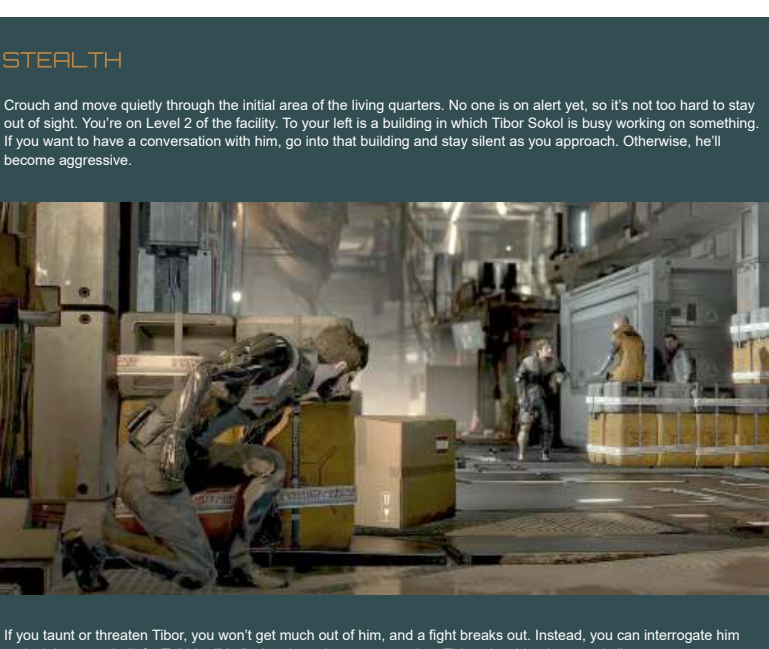
Stay near the entrance, take cover, and begin the battle with a snipe or two. The alarm is raised, and enemies come in from the west and the north (the northern ones being on the upper levels). Come out from cover only for single shots, hit your targets, and hide again. Only switch cover if you're about to be overwhelmed. If that happens, run into one of the buildings so that you have fewer areas to watch. The foes won't come all the way to you most of the time, but you can regenerate health or energy, and then come out when you're at your best.

When the way forward looks entirely clear, proceed. Stop to loot bodies, which there are plenty of. You get multiple Pocket Secretaries, and you should consider looting the weapon caches that are prevalent in the area (especially the ones in the gym).

The western checkpoint leads into the next area, Ridit Station. You can charge past the camera and laser fences if you don't care about the alarms, which have likely been raised by now anyway. Or, you can use the security laptop one room south of the checkpoint to turn everything off.

STEALTH

Crouch and move quietly through the initial area of the living quarters. No one is on alert yet, so it's not too hard to stay out of sight. You're on Level 2 of the facility. To your left is a building in which Tibor Sokol is busy working on something. If you want to have a conversation with him, go into that building and stay silent as you approach. Otherwise, he'll become aggressive.



If you taunt or threaten Tibor, you won't get much out of him, and a fight breaks out. Instead, you can interrogate him and stick to your beliefs. Tell him "Yes" when he asks you a question. This calms him down and allows you to move through the building without being spotted or forced into a fight.

When you're done, or if you don't care about talking to Tibor, return to the entrance of the area. Look to the right for a ladder that leads up to the third floor. Climb that, and then hide. Wait for a patroller to come by. Either knock her out or slip into the vent on that walkway when she isn't looking.

After you've gone through the vent, use a Takedown on a single guard on the way across the level. He's the only person on that entire side of the floor. The other one spends time watching TV and looking over the edge of his area. He's very easy to sneak up on, so knock him out next as you make your way west.

Go through the door near that guard whenever the patroller in the following hall is going the other way. Enter another room on the right, and avoid the camera inside. As long as you hug the wall, it won't be a problem.

Then, stay at the next doorway and wait for two talking men to finish with their conversation. They'll split up, allowing you to use a Takedown on the one who stays close by. He's guarding the elevator that you need to ride up to the seventh floor.

Take that elevator. Chikane calls in again before you have to go very far on the top level. Talk to him, and then take a moment to compose yourself before continuing. You're almost to your goal.

THE BASEMENT ROUTE

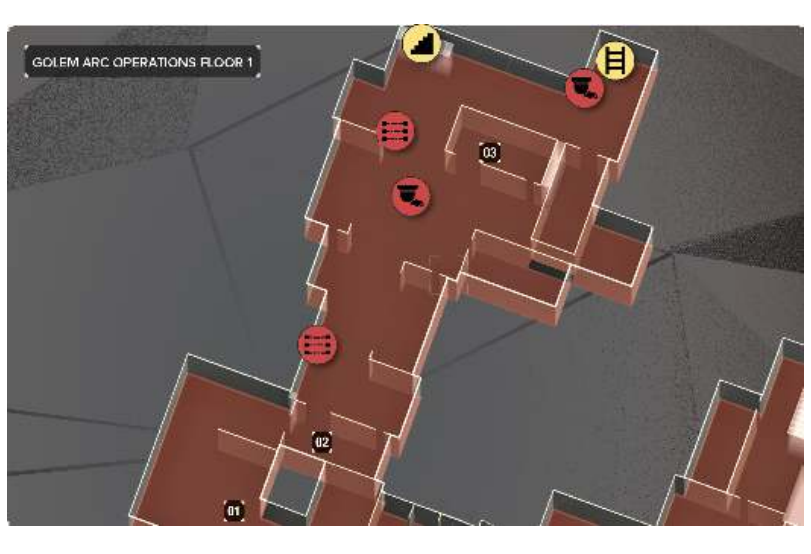
The route through the upper levels is simple and gets you a great deal of equipment. However, the lower route is a very quick one if you're great at stealth. There is a stairway leading down by the western checkpoint of Level 2. If you sneak over there, go down, and break through a heavy metal plate, you can cross into Ridit Station without going through the living area for more than a few moments. Try this path if you don't care about XP and are purely interested in speed and avoiding even stealth combat.

ACCESS THE ELEVATOR IN RIDIT STATION

OBJECTIVES

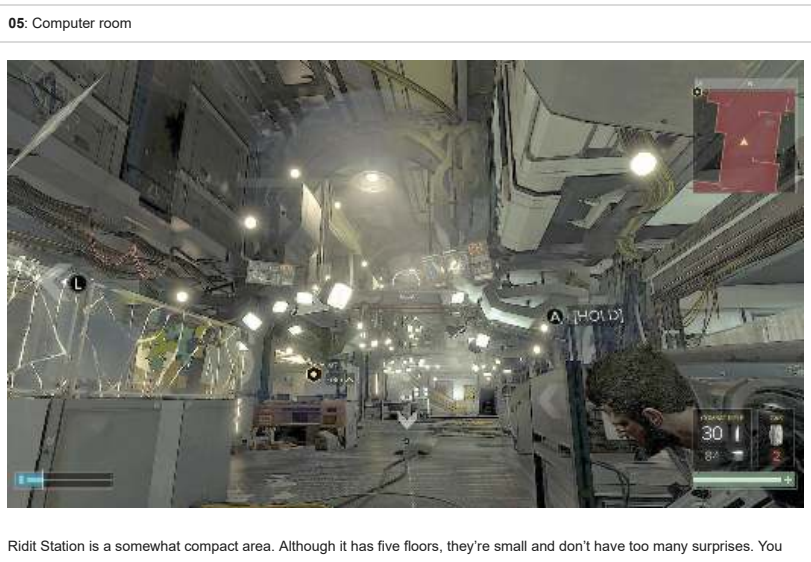
- Find the elevator that leads into Rucker's quarters

OVERVIEW

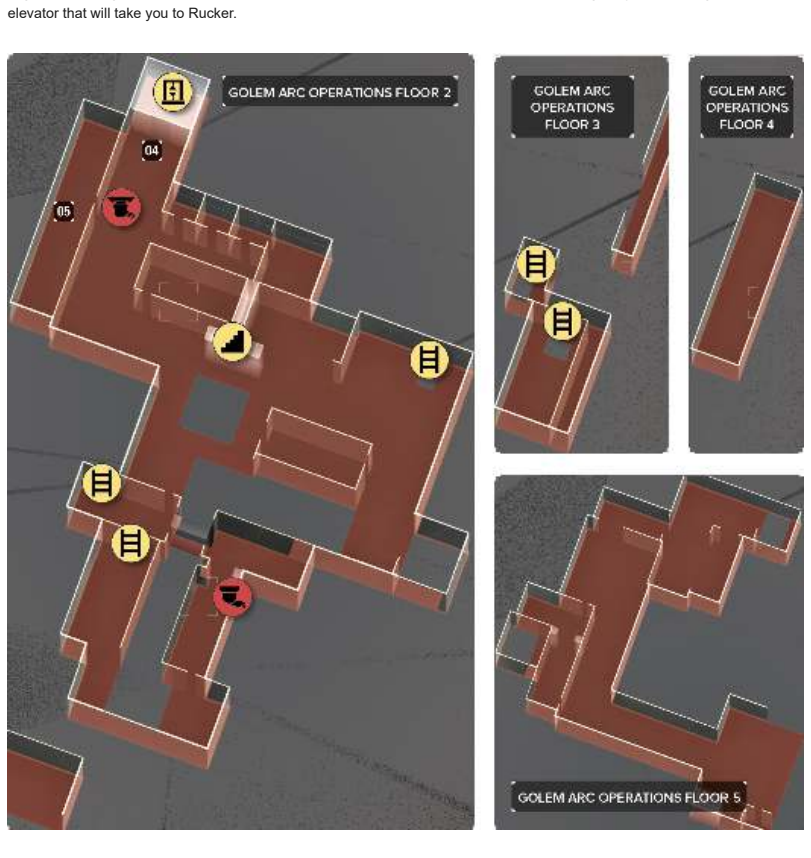


MAP LEGEND

- **01**: Entrances from RVAC Row
- **02**: Heavy guard presence
- **03**: Security station
- **04**: Elevator to Rucker's area
- **05**: Computer room

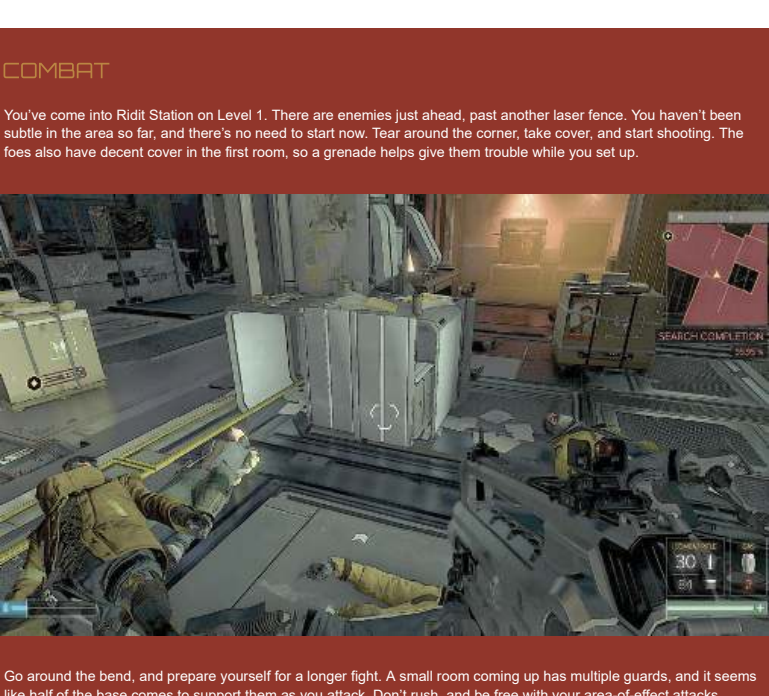


Ridit Station is a somewhat compact area. Although it has five floors, they're small and don't have too many surprises. You might be entering this spot from a few different avenues, but all of them have the same final goal: you need to get to a special elevator that will take you to Rucker.


GOLEM ARC OPERATIONS FLOOR 2
04
05
GOLEM ARC OPERATIONS FLOOR 3
GOLEM ARC OPERATIONS FLOOR 4
GOLEM ARC OPERATIONS FLOOR 5

COMBAT

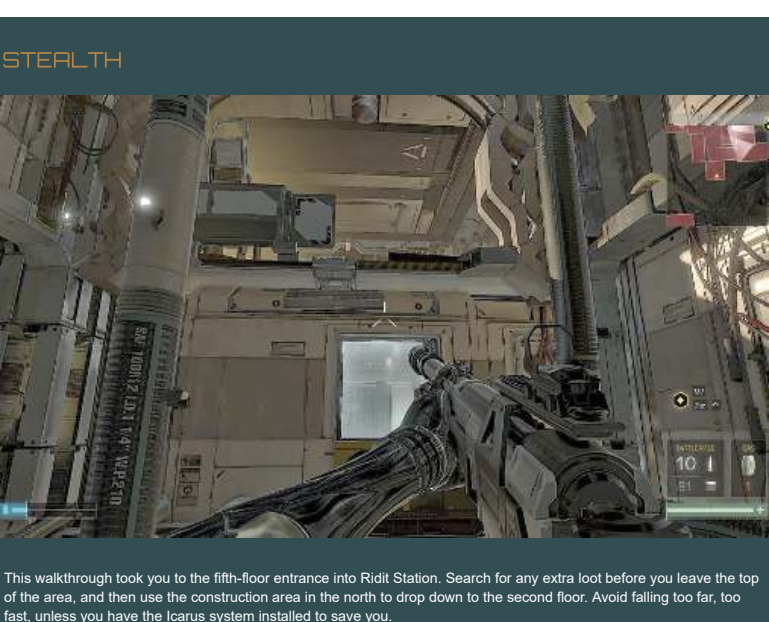
You've come into Ridit Station on Level 1. There are enemies just ahead, past another laser fence. You haven't been subtle in the area so far, and there's no need to start now. Tear around the corner, take cover, and start shooting. The foes also have decent cover in the first room, so a grenade helps give them trouble while you set up.



Go around the bend, and prepare yourself for a longer fight. A small room coming up has multiple guards, and it seems like half of the base comes to support them as you attack. Don't rush, and be free with your area-of-effect attacks. Grenades and Typhoon blasts can clear out a huge number of [illegible].

Once you win that fight, the rest of the floor is practically finished. Use the security station in the north to turn off the cameras and turret if you can (or to turn the turret on their own [illegible], though it's not in a location to accomplish very much). Most of the enemies are already gone if you've come in through the front door. Use the stairs in the north to get to the second floor, and then search that area for ammunition and loot. The elevator won't be guarded as long as the turret is shut down. Take the elevator to the final part of the mission.

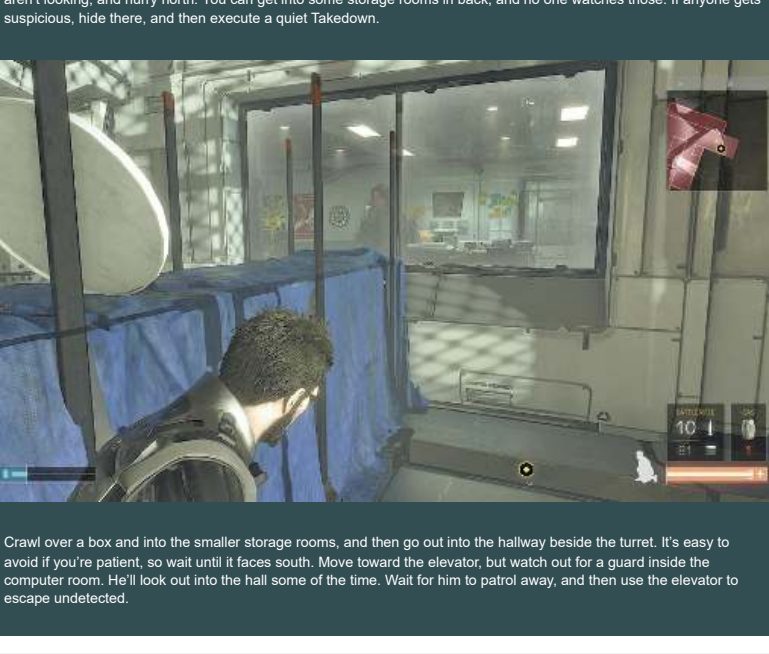
STEALTH



This walkthrough took you to the fifth-floor entrance into Ridit Station. Search for any extra loot before you leave the top of the area, and then use the construction area in the north to drop down to the second floor. Avoid falling too far, too fast, unless you have the Icarus system installed to save you.

Use a high jump or carefully descend so that you get onto the second floor of the building instead of the first. You can go all the way to the bottom here, but it makes your run through the complex longer and means that you have to avoid more guards. (This is fine if you want more loot and experience.)

Get onto the second floor ledge, and crouch as you move toward the room to your west. Hug the wall, and hack into a computer to open the door beside you. Go into the room and cross to the western side of it. Leave when the patrollers aren't looking, and hurry north. You can get into some storage rooms in back, and no one watches those. If anyone gets suspicious, hide there, and then execute a quiet Takedown.



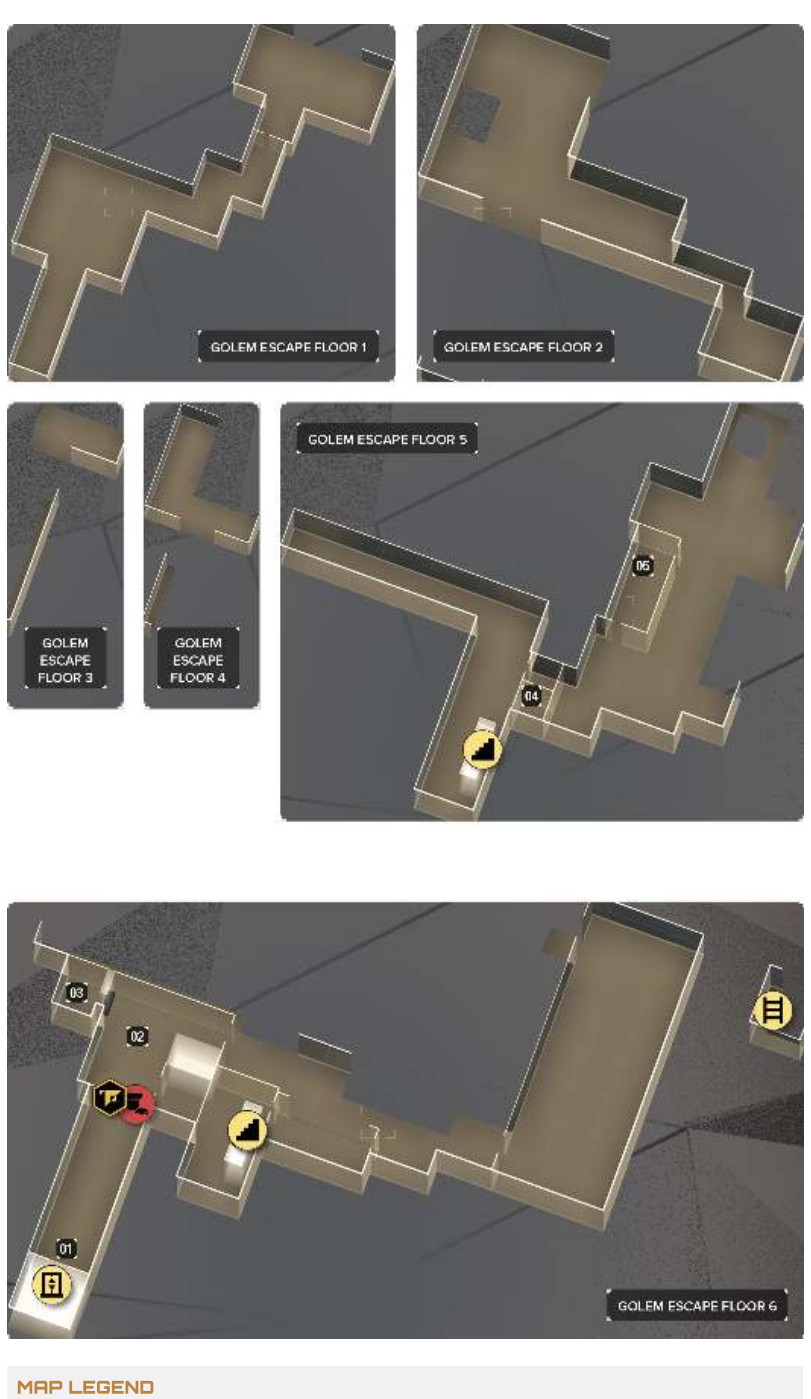
Crawl over a box and into the smaller storage rooms, and then go out into the hallway beside the turret. It's easy to avoid if you're patient, so wait until it faces south. Move toward the elevator, but watch out for a guard inside the computer room. He'll look out into the hall some of the time. Wait for him to patrol away, and then use the elevator to escape undetected.

CONFRONT TALOS RUCKER, THEN LEAVE THE COMPOUND

OBJECTIVES

- Talk to Talos Rucker
- Leave Golem City

OVERVIEW



MAP LEGEND

- **01**: Starting point
- **02**: Talos' room
- **03**: Evidence area
- **04**: Equipment rooms
- **05**: Security computer

Walk into Rucker's room, and have a civil conversation with him. If you want to get a Silver Tongue bonus, use the following conversation tactics with him:

- Turn Tables
- Justify
- Turn Tables
- Turn Tables

When you two finish, go into the side room that is locked with Rucker's card. You get this for winning the debate, so it's doubly important to use the correct conversation tactics. The room is littered with loot. If you can't hack the safe, use a Multi-Tool; the rewards are sweet, and a Praxis Kit is among them! You also get the evidence that Talos referred to in your debate.

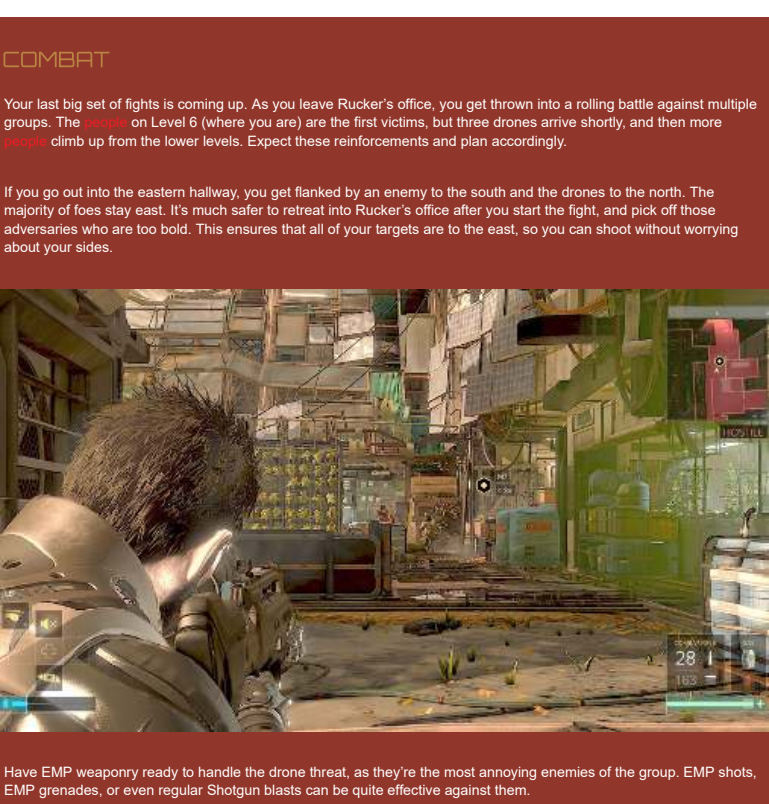
Once everything is looted, it's your job to extricate Jensen from the city. You need to get down to the lower level of this area.

ADDED TO DATABASE
VIEW ENTRY

COMBAT

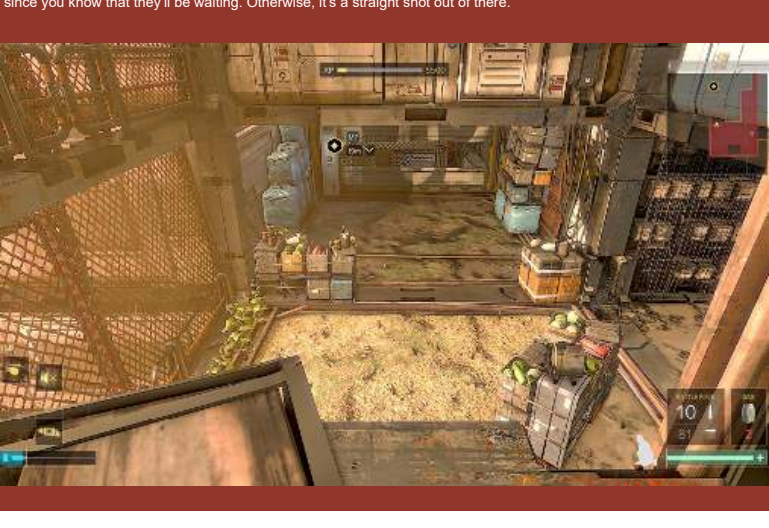
Your last big set of fights is coming up. As you leave Rucker's office, you get thrown into a rolling battle against multiple groups. The [illegible] on Level 6 (where you are) are the first victims, but three drones arrive shortly, and then more [illegible] climb up from the lower levels. Expect these reinforcements and plan accordingly.

If you go out into the eastern hallway, you get flanked by an enemy to the south and the drones to the north. The majority of foes stay east. It's much safer to retreat into Rucker's office after you start the fight, and pick off those adversaries who are too bold. This ensures that all of your targets are to the east, so you can shoot without worrying about your sides.



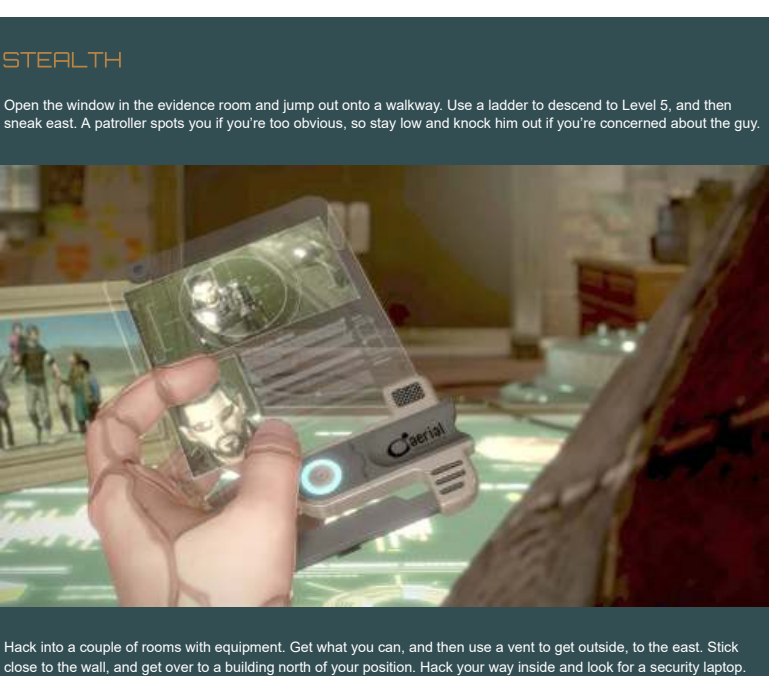
Have EMP weaponry ready to handle the drone threat, as they're the most annoying enemies of the group. EMP shots, EMP grenades, or even regular Shotgun blasts can be quite effective against them.

Only the two guards from the bottom of the area refuse to come up for the big fight. Descend carefully when you're done since you know that they'll be waiting. Otherwise, it's a straight shot out of there.

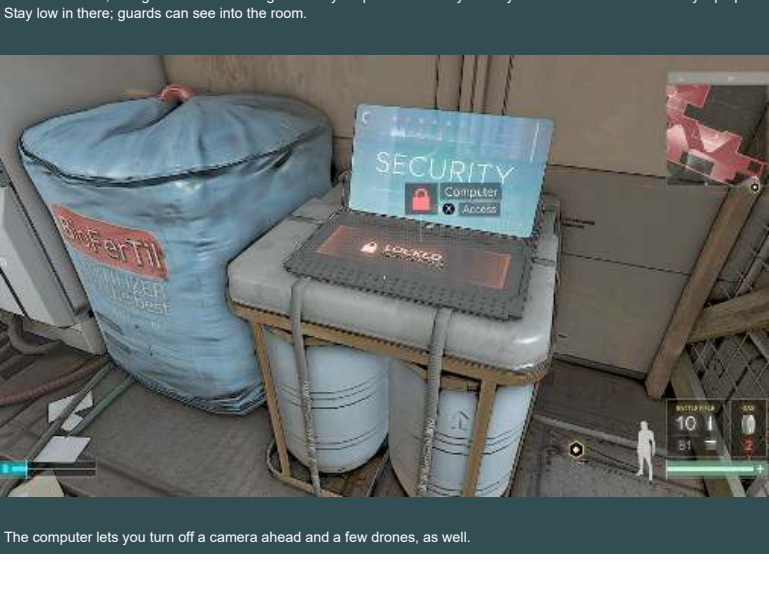


STEALTH

Open the window in the evidence room and jump out onto a walkway. Use a ladder to descend to Level 5, and then sneak east. A patroller spots you if you're too obvious, so stay low and knock him out if you're concerned about the guy.



Hack into a couple of rooms with equipment. Get what you can, and then use a vent to get outside, to the east. Stick close to the wall, and get over to a building north of your position. Hack your way inside and look for a security laptop. Stay low in there; guards can see into the room.



The computer lets you turn off a camera ahead and a few drones, as well.

Prague, Second Visit

Overview

You land in Prague and immediately get into a tense conversation with Miller. If you have the evidence that Rucker gave you, it's possible to either give it to him or save it for Vega. That's your call. Once that's done, you get to split off and explore Prague again, during the evening hours. Think about getting some of your own investigations done, but head to TF29 when you want to continue the main story.

NEW SIDE MISSIONS

Because this is your second visit to Prague, there are new missions available. Look up Fade to Black, All in the Family, The Harvester, The Fix, and The Mystery Augs.

There are two main story missions to look into right now. They can be completed in any order.

Prague, Second Visit

Tracking Down the Real Terrorists

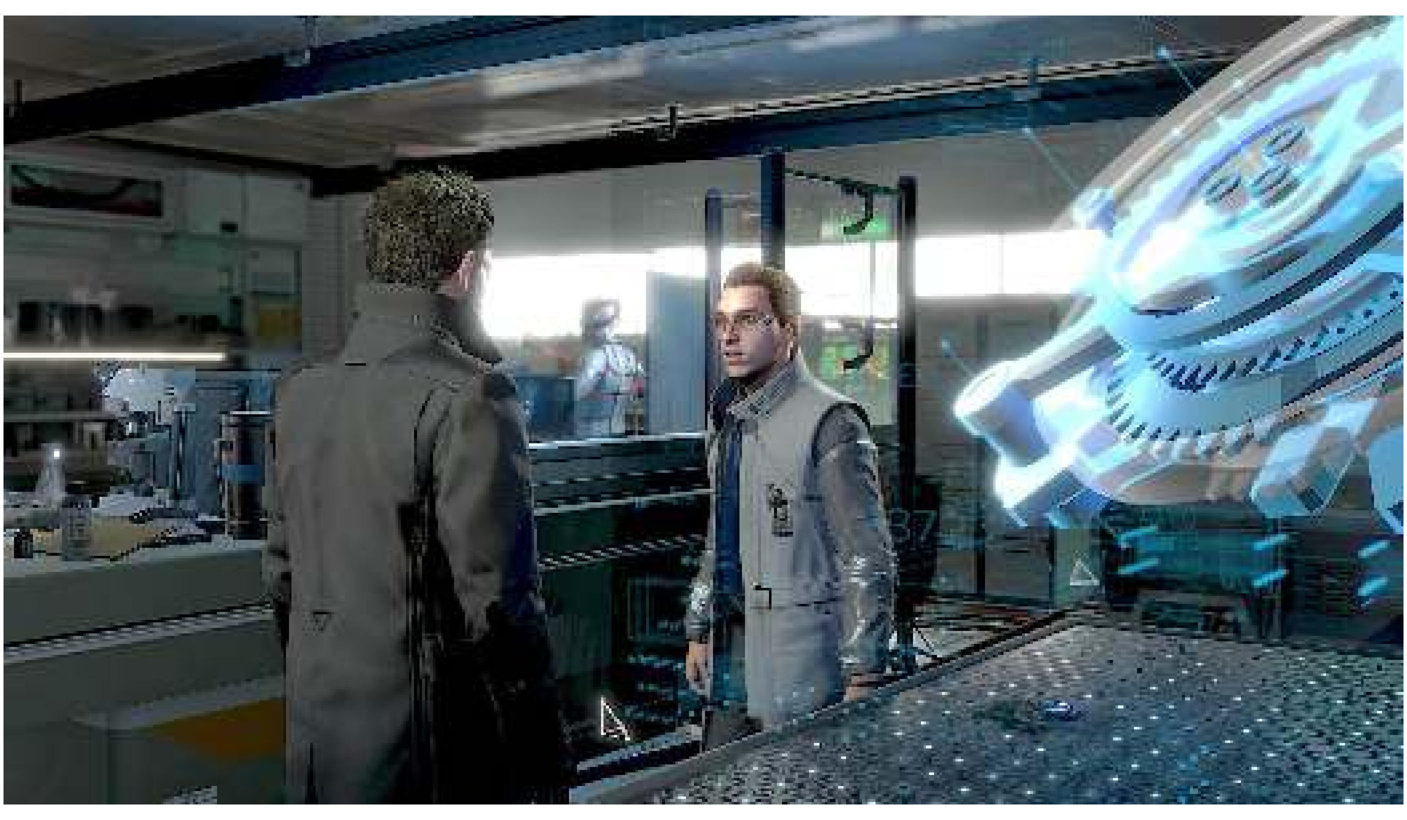
MEET SMILEY IN HIS OFFICE

OBJECTIVES

Return to TF29

Go talk to Smiley in his office on the first floor

OVERVIEW



Go to TF29, and use the elevator in back to go down into the building. Find Smiley on the first floor and talk to him about his investigation. He'll give you a clue that leads to Nomad Stanek. He lives nearby, so it shouldn't be hard to find him

WHILE YOU«RE IN TF29

If you want, you can do several things in the offices right now.

- Talk to Macready
- Meet with Chang
- Speak with Aria
- See Dr. Delara Auzenne, and ask her to start an investigation into Marchenko

NOTE

Story-wise, only the meeting with Auzenne is critical. The other conversations just give you more time with the characters and a chance to role-play as Jensen.

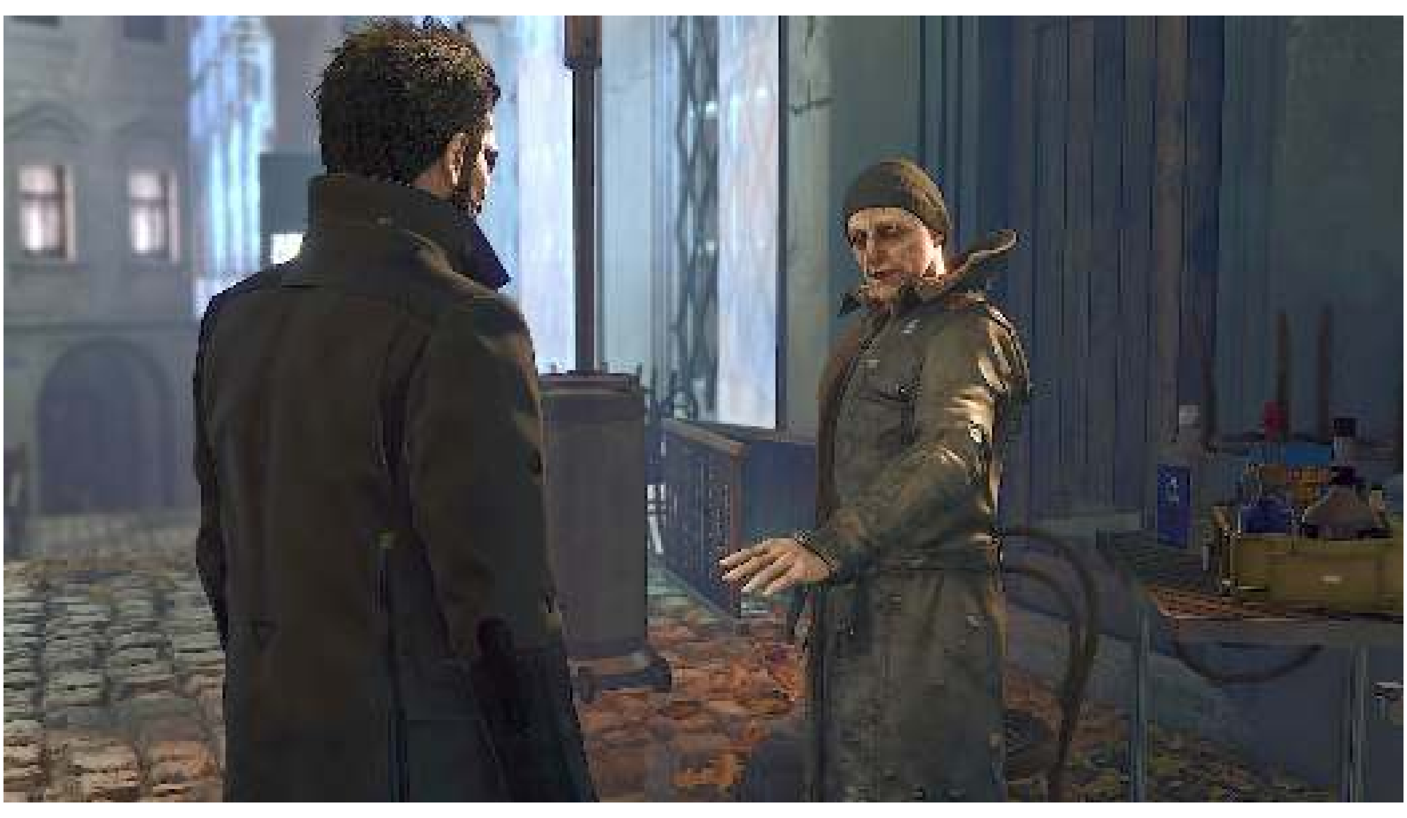
After you've seen everyone that you want to see, leave TF29 and take the streets east. Your goal is an old apartment building located not too far away. The night is a bit rough in Prague, so try to stay out of trouble!

FIND NOMAD STANEK

MAP LEGEND

Go to Stanek's apartment or his shop

OVERVIEW



This mission branches distinctly based on whether you try to find Stanek at his shop or his apartment. Look on the map when you go outside. Stanek's store is a little bit southeast from TF29. You heard that loud blast when you went outside, right? Sure enough, it's Stanek's store.

Talk to Nosey, a guy standing near the damaged building. Give him a Cryptic response, and then slip him some alcohol. He'll give you all the info you need. Go to the red light district afterward, to the east. Stanek is in the basement of the Irish Stool, near the Red Queen.

Talk to Nomad when you find him. This completes the mission.

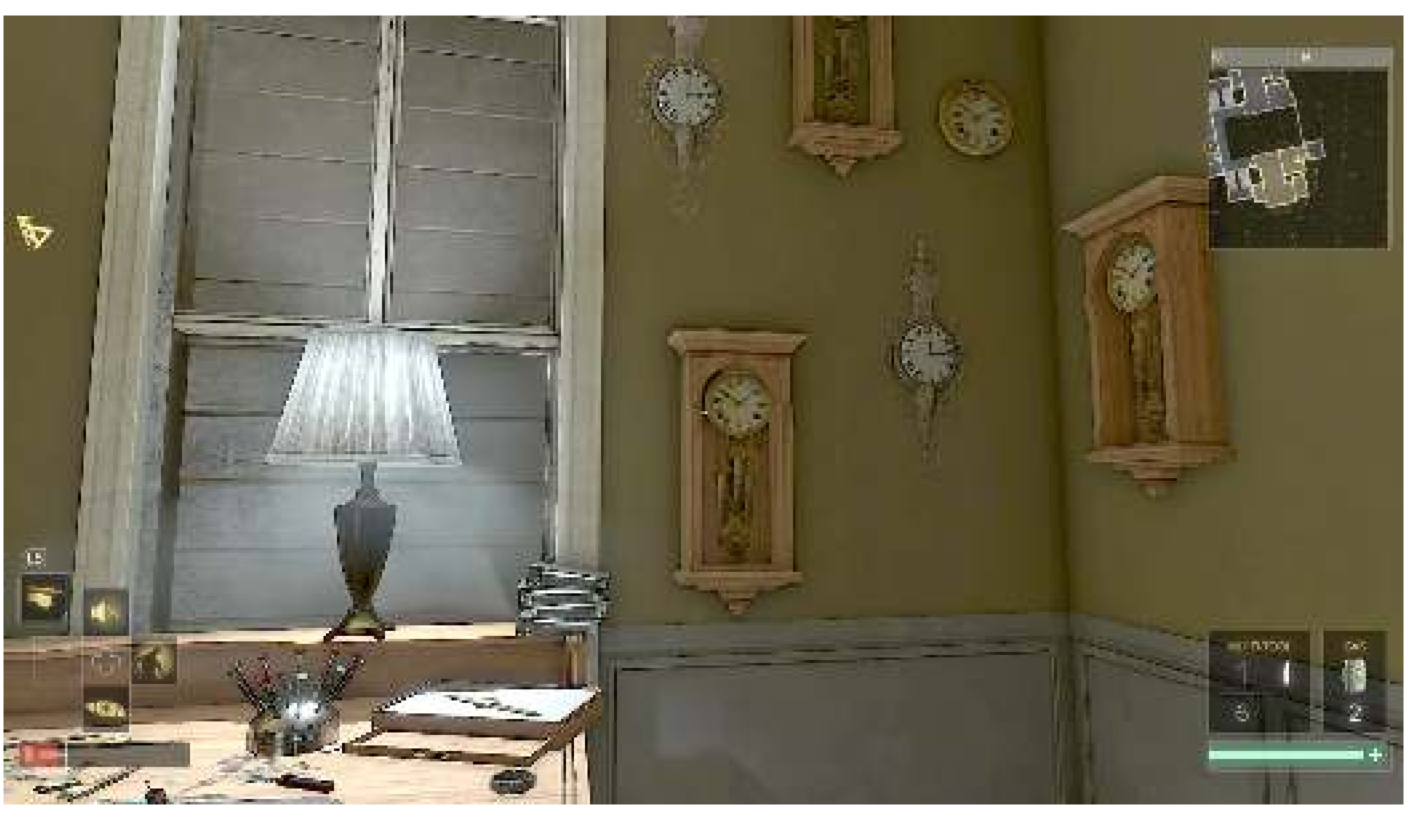
OR

If you don't want to try the social route, go directly to Stanek's apartment when you leave TF29. It's on the third floor of the old apartment building. Get there, and go into his bedroom. Look for a clock hanging on the wall to your left. Use that to open a secret door, and then search his computer for the intel that you need.

As soon as you disconnect from the laptop, look under the desk. Move the debris down there so that you can access a vent. The Dvali are about to set off a gas trap, and they've locked you into the bedroom. Use the vent to escape!

Go to the Irish Stool now, and talk to Nomad just like you would have if you had used the social route to find him.

Either way, the mission completes once you meet Nomad. You now should move on and look into "Checking Out the Men in Charge" if you haven't done that mission already.



Prague, Second Visit

Checking Out the Men in Charge

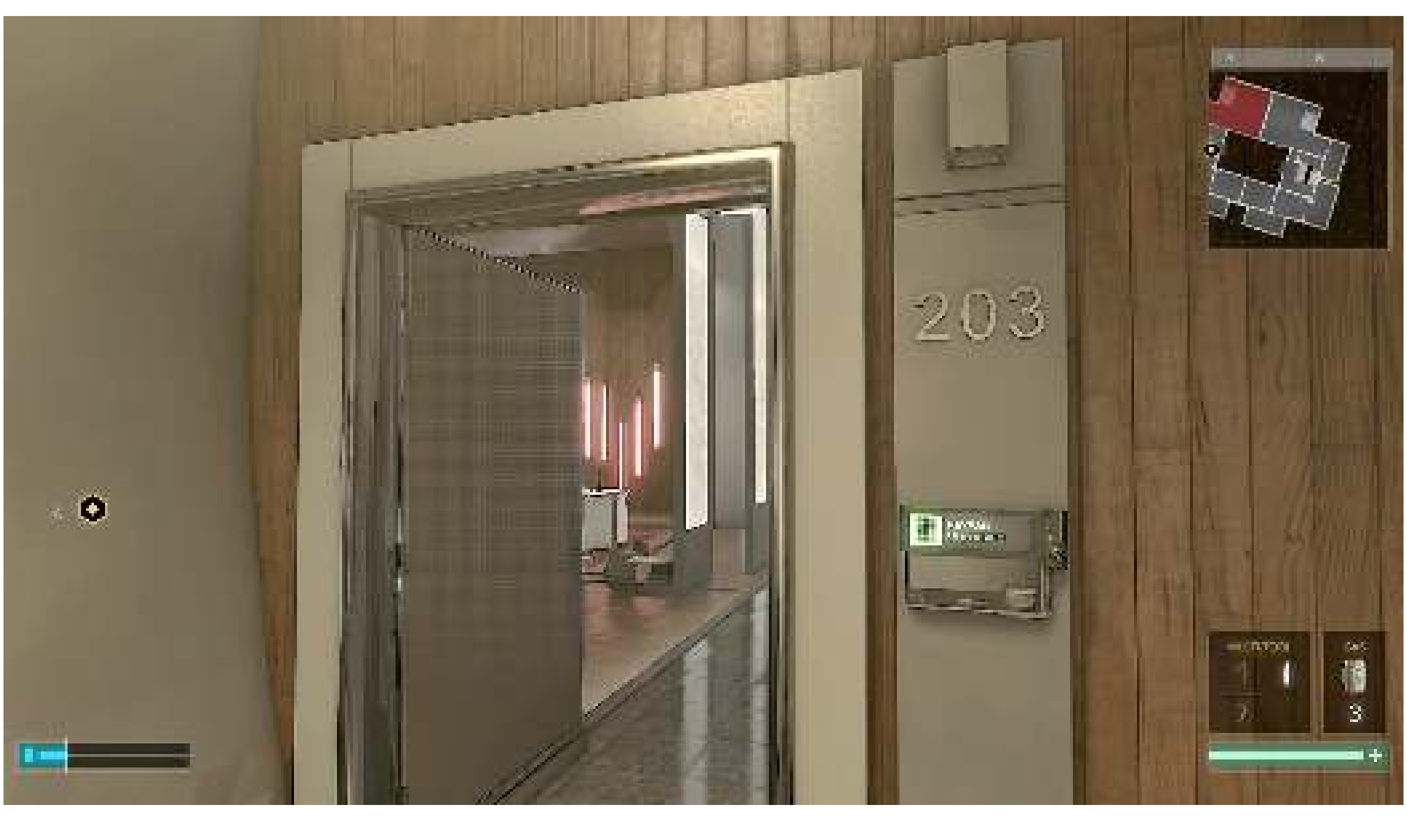
SEARCH MILLER'S APARTMENT

OBJECTIVES

- Go to Miller's apartment
- Find and search his secret room
- Meet Vega

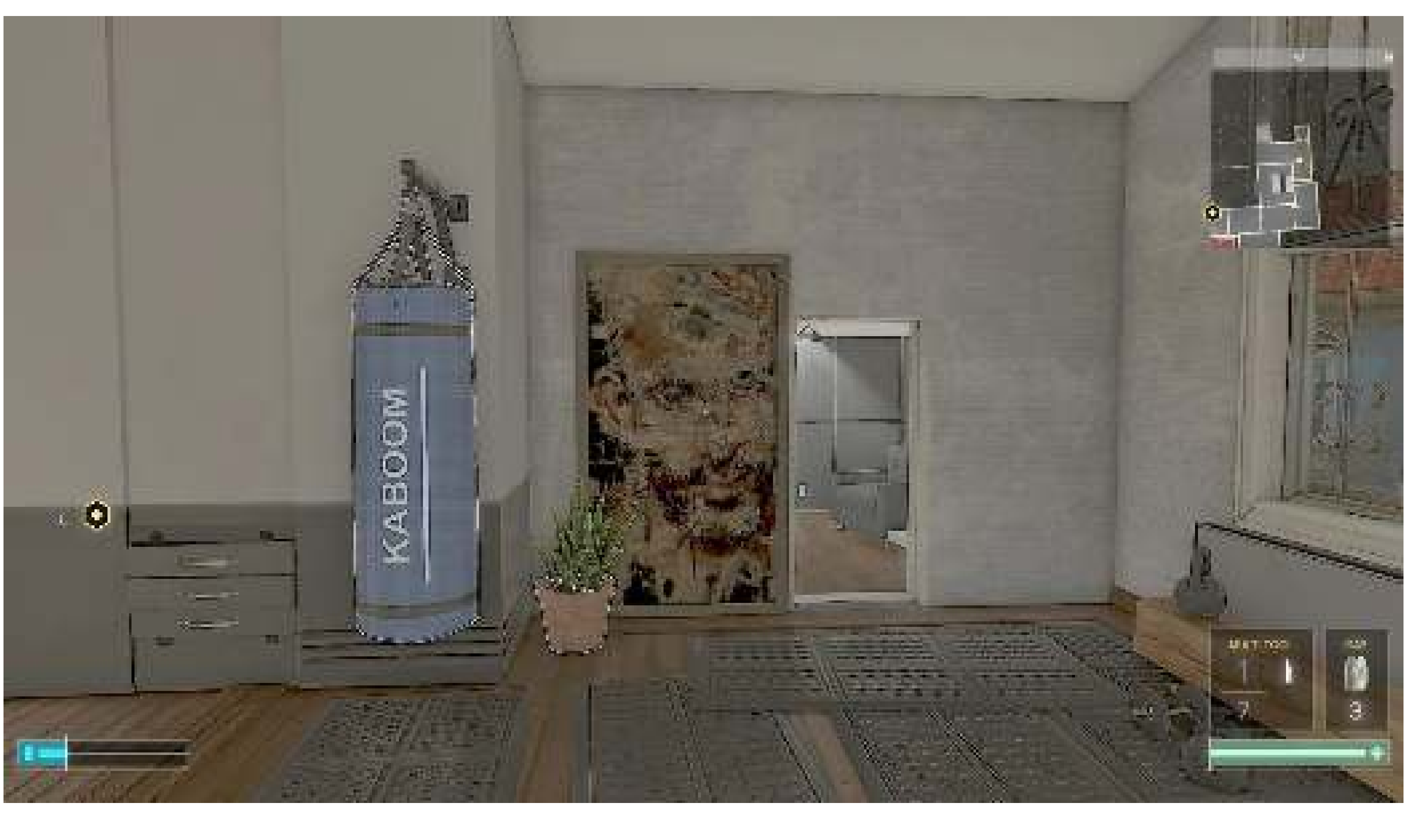
You need to know more about the people you're working with, especially Miller. It's time to search his private residence to see what you can find out about him. Go to the modern apartment building, and break into the marked apartment (203). You can hack in through the front door, or use a balcony close to the door to jump over to his window.

Search the first floor for a laptop to hack. It doesn't have what you need, but it's very nice for XP. Then, go upstairs. Strike the punching bag that's hung near his bed, and go into a secret room that opens. Get everything in that room that isn't nailed down. You find his keycard, which is especially important. Break open his safe, using a Multi-Tool if needed. There is another one inside, and you also get some cash. You learn that his Palisade Account code is (**1363**).



Then, hack the second laptop that you find.

Leave the apartment, and go meet Alex Vega. She's near TF29, in a small courtyard. Tell her about everything you've seen, and consider giving her the evidence from Rucker if you have it.



USE THE NSN DEVICE

OBJECTIVES

- Enter TF29
- Go to Miller's office and use the NSN device

OVERVIEW

Return to TF29 and go to the second floor. Use Miller's keycard to get into his office, and walk into the adjoining chamber with the NSN device. You're given a brief cutscene and then thrown into a virtual reality program.

Inside that program, you need to hack five servers. Look for a passage that leads out of the conference room where you arrive. Follow that to a pink spot on the floor, and then step on it. You are taken into another program, where the servers are located.

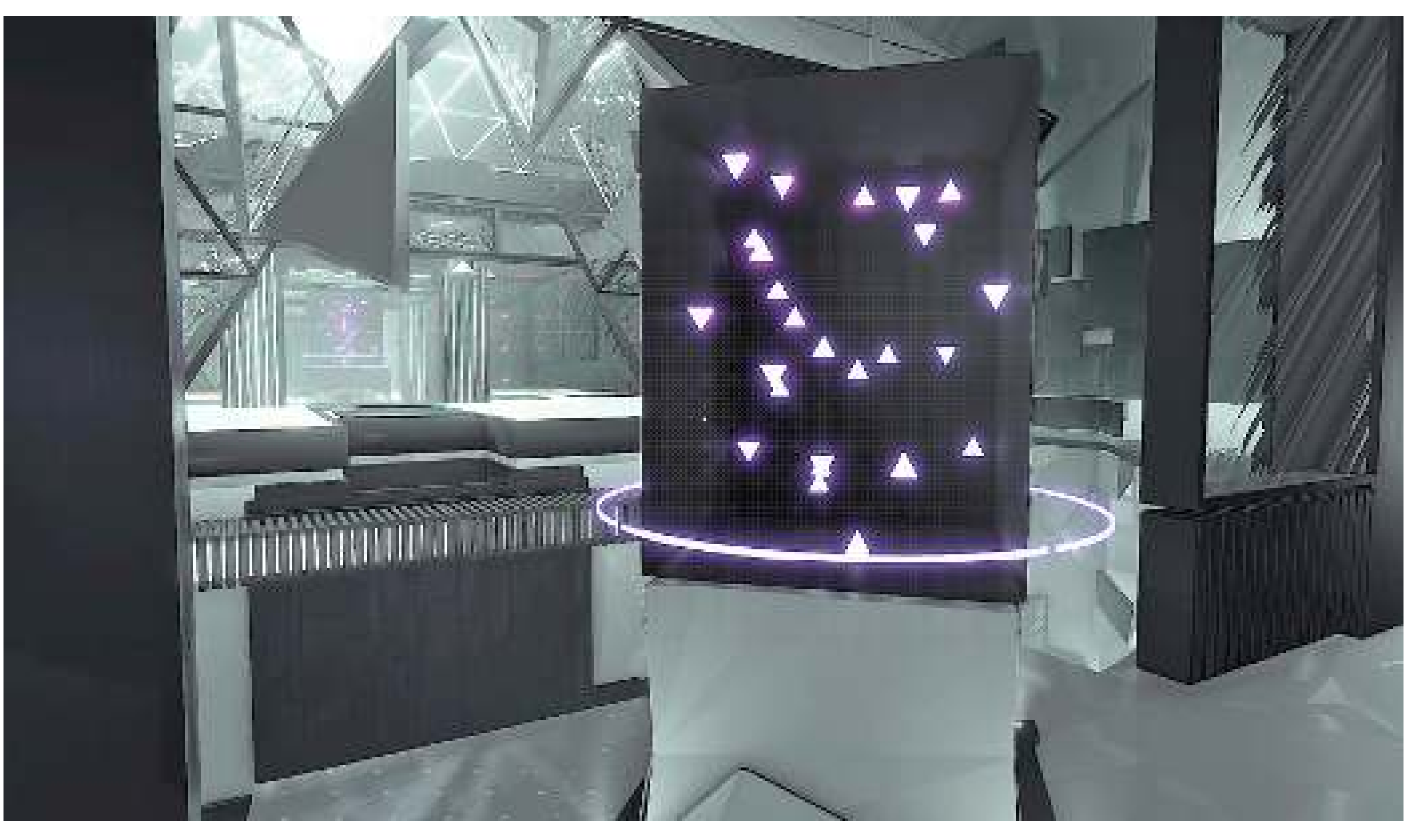
TASKFORCE 29

Interact with the obstacles ahead just as you would in Breach. You can open them with a tiny minigame, and then pass through. Do this to get behind a small server room, and then access a vent on the floor to get inside. Use the server to get the first dose of your data.

Go into the next large room, and use the hall on your left to advance. Raise two barriers to block the set of cameras ahead, and then enter a vent. Crawl around and behind the cameras, block a third one when you exit the vent, and search for a ladder. Climb up to get the second server, and then retreat to the large chamber.

There's another server on the right side of the large room. Stack two of the crates that are here on top of each other. Use them as a stepping stone to get up to the server above you, and then get its data.

Take another one of those crates with you as you ascend the stairs in the center of the room. A laser fence prevents anyone from walking directly up to a data server, but you can get above it. Drop the crate near one of the supports around the server, and climb onto the roof. You can drop into the middle of the room, get the server, and walk out without trouble.



Prague, Second Visit

Facing the Enigma

MEET WITH JANUS

OBJECTIVES

- Go to the site
- Meet Janus in the basement
- Escape the meeting site

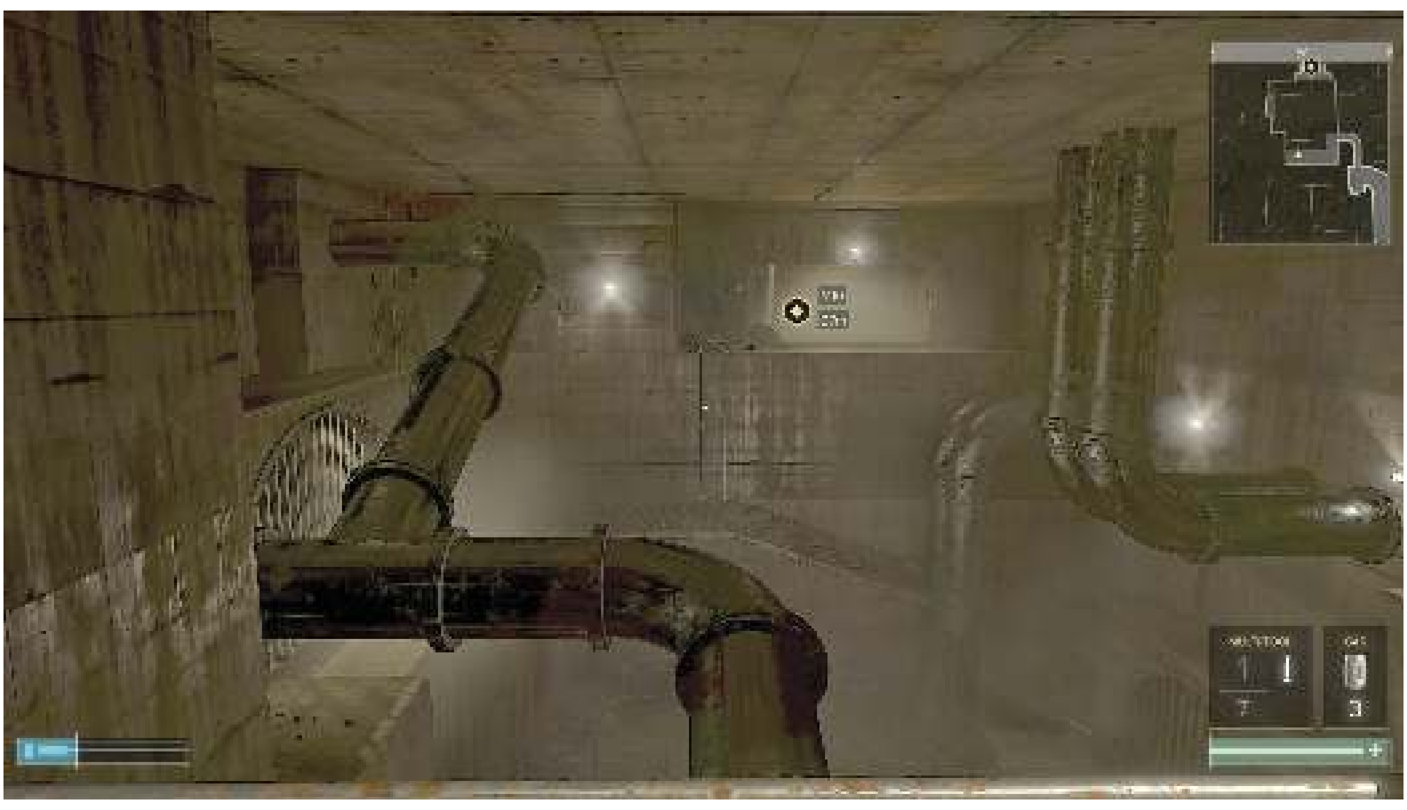
OVERVIEW

If you haven't done the Dead Drop point of interest, you should do that before you start this mission. Vega left a Pocket Secretary in a recycling bin. It's in front of the Monument Station Metro, and it doesn't take long to find. Push aside a couple of discarded coffee cups to obtain it.

Then, go to the meeting site. Jump through a broken window into a trashed store near the metro. Hack past the first door, and look for a vent inside the next room. Crawl into it and go all the way to the bottom of the building.

There are several rooms below, but the meeting only starts when you go into the door on the right. Search for anything else that you want to grab before checking that out.

After a few minutes of talking, Janus cuts out. Something seems wrong, and that's your cue to get out of there. Crawl into the vent nearby before several drones that show up spot you.



Crawl from the western room into the northern one, using the vent. Then, hide until the drones are facing away from your room. Jump onto a shelf, and open a vent into the ceiling. That lets you get to the eastern room, where you can drop through a damaged floor.

Sneak through the sewers to get out and back into fresh air. If you're spotted, destroy the drones or outrun them to break free of this trap.

Once you're back on the surface, Nomad contacts you, and the mission ends.

DIFFICULT DECISIONS

Two main missions are about to come up: "Confronting the Bomb-Maker" and "The Heist." You can only do one of them, no matter how hard you try. Both have massive consequences, so it's a tough call. You are either going to rob a bank to get major evidence on Versalife, or you are going to assist Nomad in saving his daughter (which gives you information about the bombs that have been going off).

Make your choice now, and skip ahead to that mission entry.

But if you really, really want more information, continue reading this entry. You'll receive spoilers to help you make your choice.

SPOILER WARNING

"The Heist" has two downsides. Allison (Nomad's daughter) will die. In addition, there is a chance that Miller becomes very upset over the way things are going.

If you do "Confronting the Bomb-Maker," Miller will be happy no matter what else happens, and you have a chance to save anyone who is in danger.

Prague, Second Visit

Confronting the Bomb-Maker

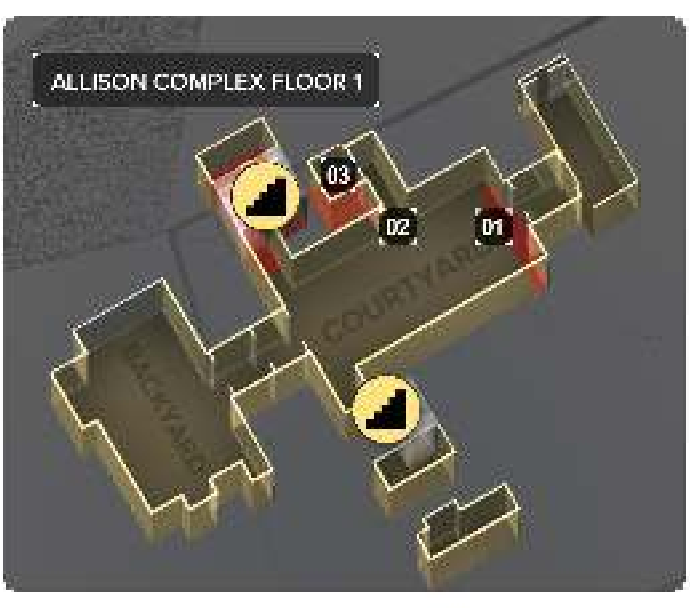
RESCUE ALLISON STANEK

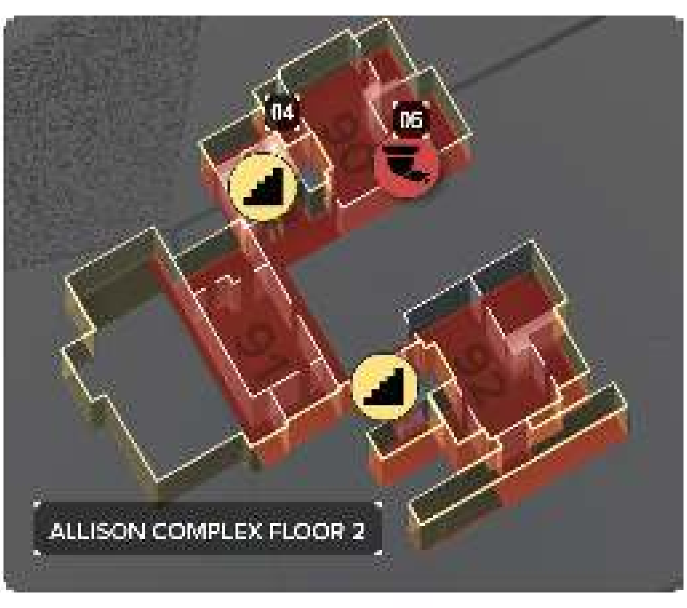
OBJECTIVES

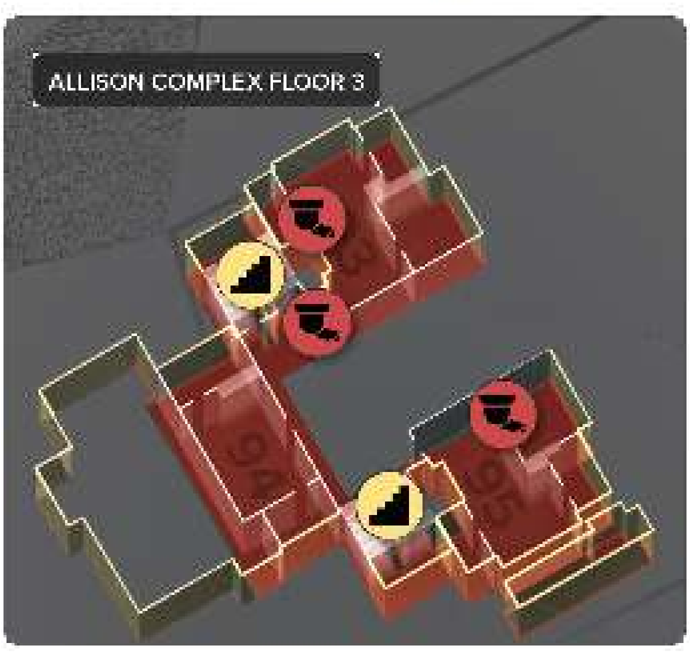
Meet Nomad

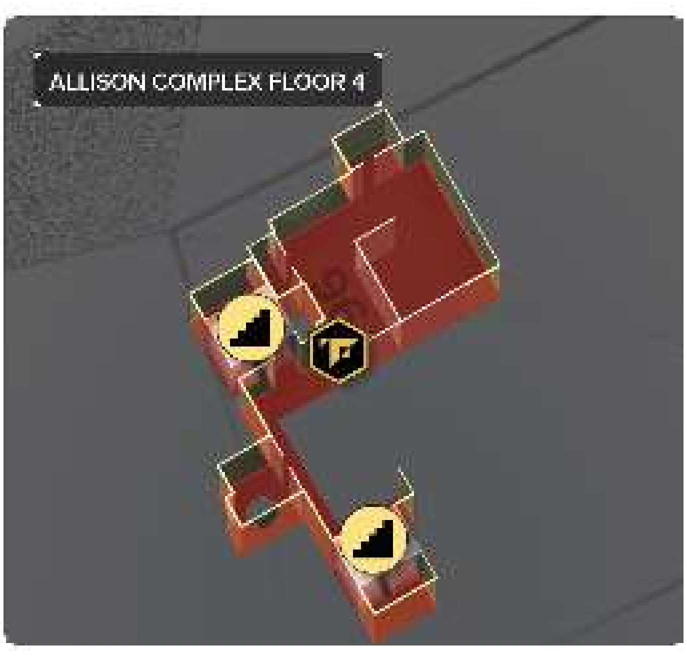
Rescue Allison

OVERVIEW









MAP LEGEND

01: Entryway

02: Movable crate

03: Vent into restricted area

04: Hidden medical room

05: Weapon room

Nomad is located in southern Prague. Meet him and let him know that you're going in to help Allison. That calms him down a little. The building nearby is a church for worshippers of the Machine God. They're pretty crazy, and they're also armed.

Go inside the main doors. You're welcome on the first floor, for the most part. Move a crate on the right side of the main hall. Behind it is a small gap in some fencing. Crawl in there, and get to a vent inside that spot. You can climb to the second floor without being noticed.

Knock out a guard at the top of the stairs, where you come out of the vents. Creep around the corner and crouch while hacking the door into the stairs that lead up. Climb to the third floor, and hide behind cover to avoid a camera.

You won't have much time to unlock the door that goes up to the fourth and final floor, but the code is (**0011**) if you're willing to just enter that and move your rump to get into the stairwell before the camera spots you. There is a trap in the upper stairway, but there aren't any guards who can see if you set it off. If that happens anyway, continue to the top and don't look back.

Allison's room is on the fourth floor. Hack your way into her room, and then question her. You learn about GARM, which is enough to get by even if you mess up the social options that follow. But you can do some good here, too. Talk to Allison and use the following conversation options:

- Counsel
- Focus
- Focus
- Counsel

She'll give you a Bomb Jammer before letting herself be taken into custody. You get a Silver Tongue bonus for this.

NO COMBAT SUGGESTIONS?

This building is very hard to beat through pure stealth, which is why this guide focuses on that. A brute force approach is significantly easier. These people are armed, but they have no armor, powered exoskeletons, or anything else of great worth. They're really vulnerable, and anyone can rampage through this place without trouble if they're willing to kill their victims.

This ends the mission, although you can talk to Nomad again if you want to see his reactions. Skip "The Heist" and go to the next mission in the writeup.

DEUS EX
MANKIND DIVIDED™

Prague, Second Visit

The Heist

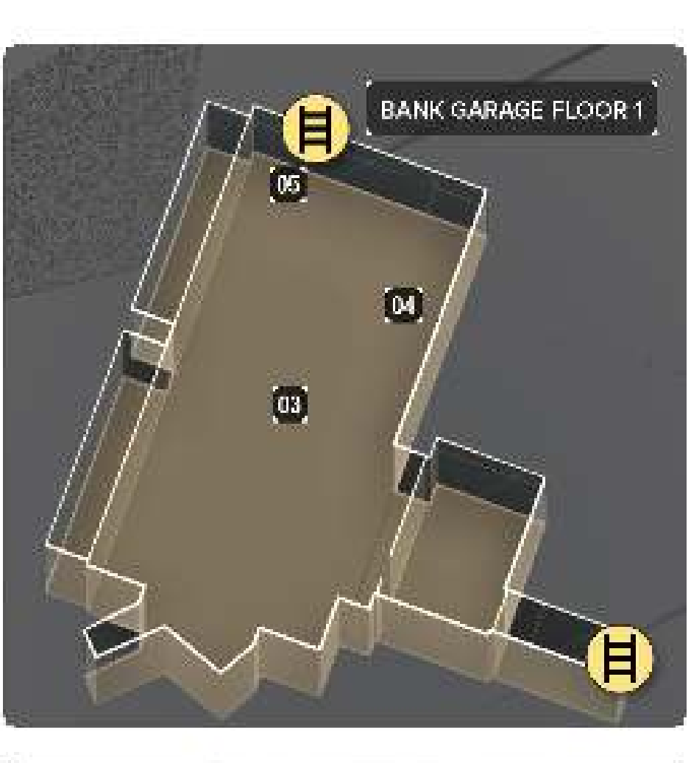
GET TO THE BANK

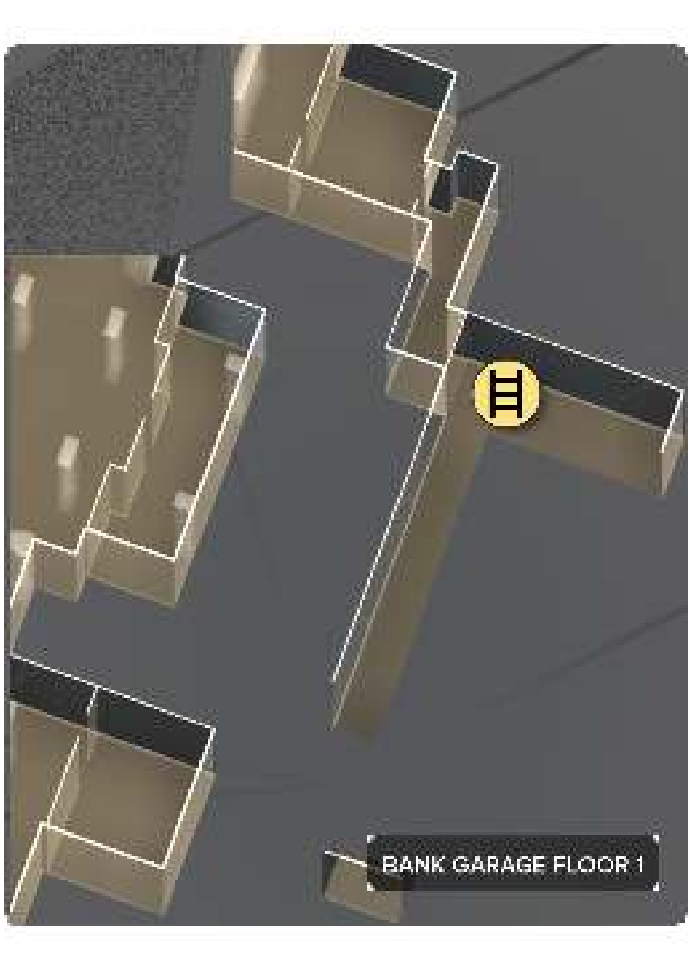
OBJECTIVES

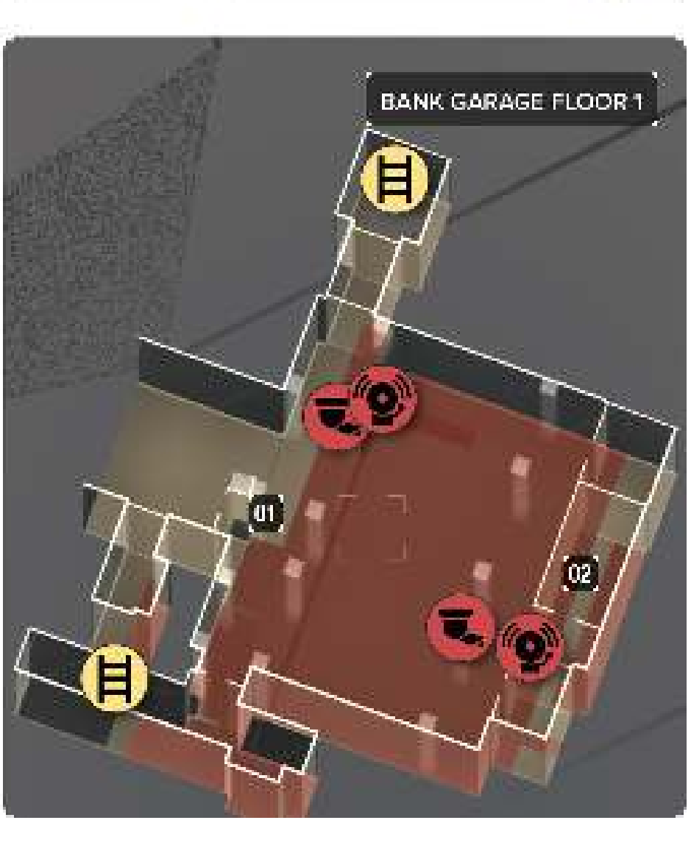
Go to the Palisade Bank

Retrieve a package from the parking garage

OVERVIEW







MAP LEGEND

01: Entryway

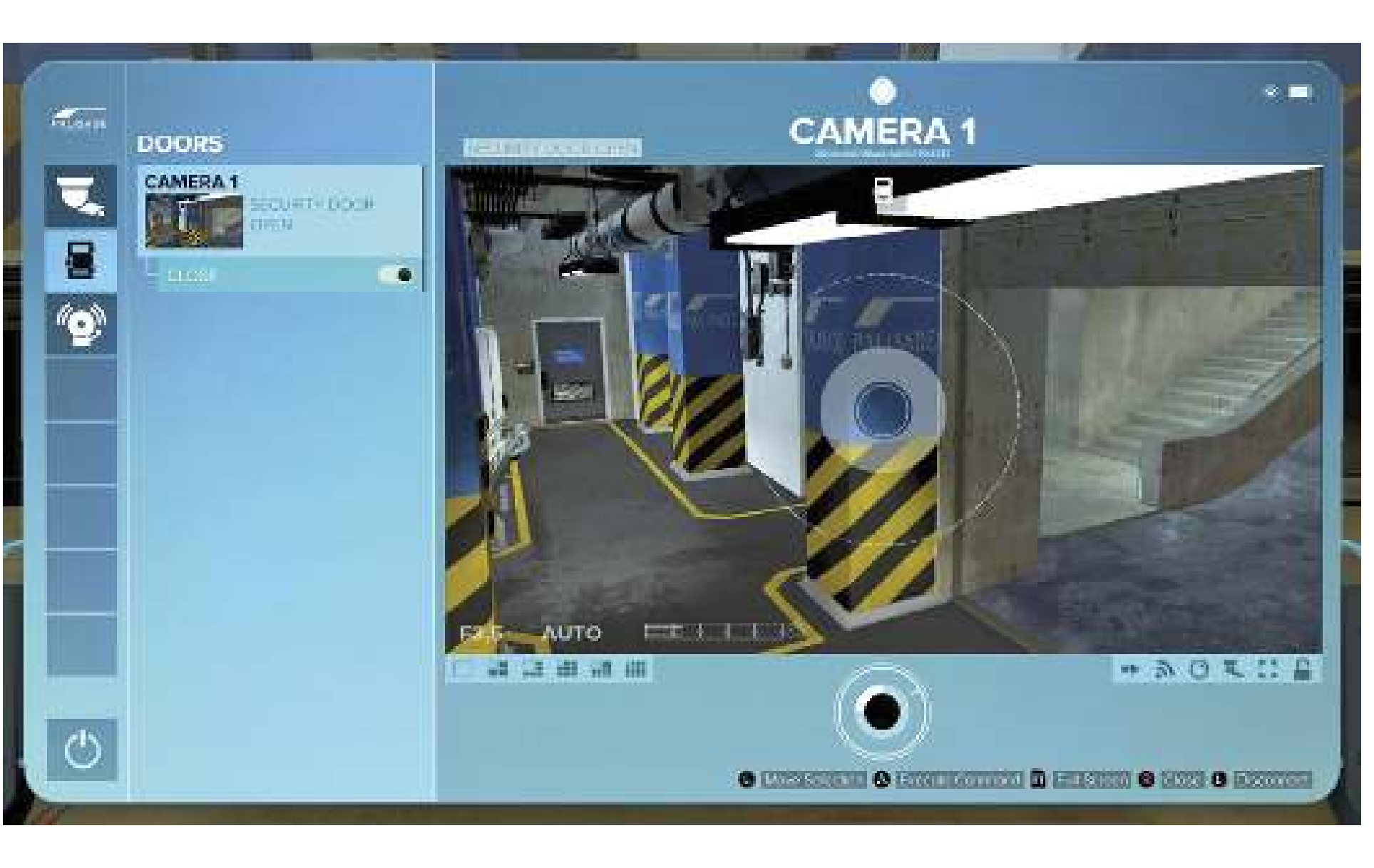
02: Security room

03: Gas hazard

04: Gas shutoff valve

05: Discreet bank entrance

If you're doing this mission, go to the Palisade Bank on the western side of Prague. When you arrive, Vega tells you that a package is inside the parking garage. Go to the main door and hack your way inside. Move quickly into the garage once the patroller is looking the other way, and watch out for the cameras. The vehicles to the right offer good cover as long as you're quick to get to them. If you have any trouble with this, break through the outside wall of the garage instead of taking the door. This helps you avoid the cameras even more.



Use noise to lure the patroller outside of camera range, and then knock him out. Move between the cars and approach the security room, where two more guards are located. If you go through the door, you can ambush both of them from behind without setting off an alarm.

Use the security computer to turn off the cameras and the alarms, and to open a security door. You now have the run of the place. Search a blue car in the northeastern corner to get the package that Janus left.

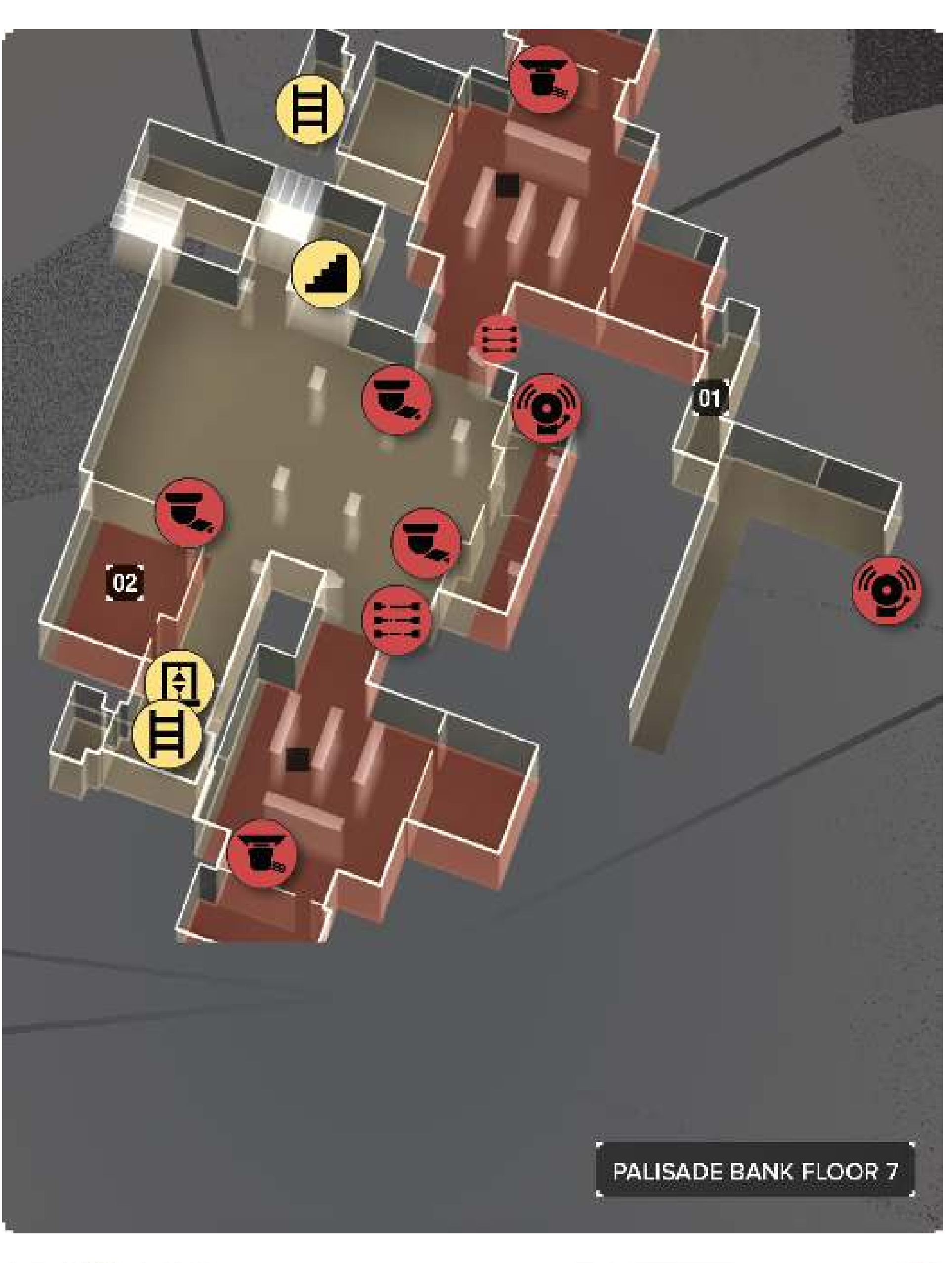
You can now leave the garage and enter the bank.

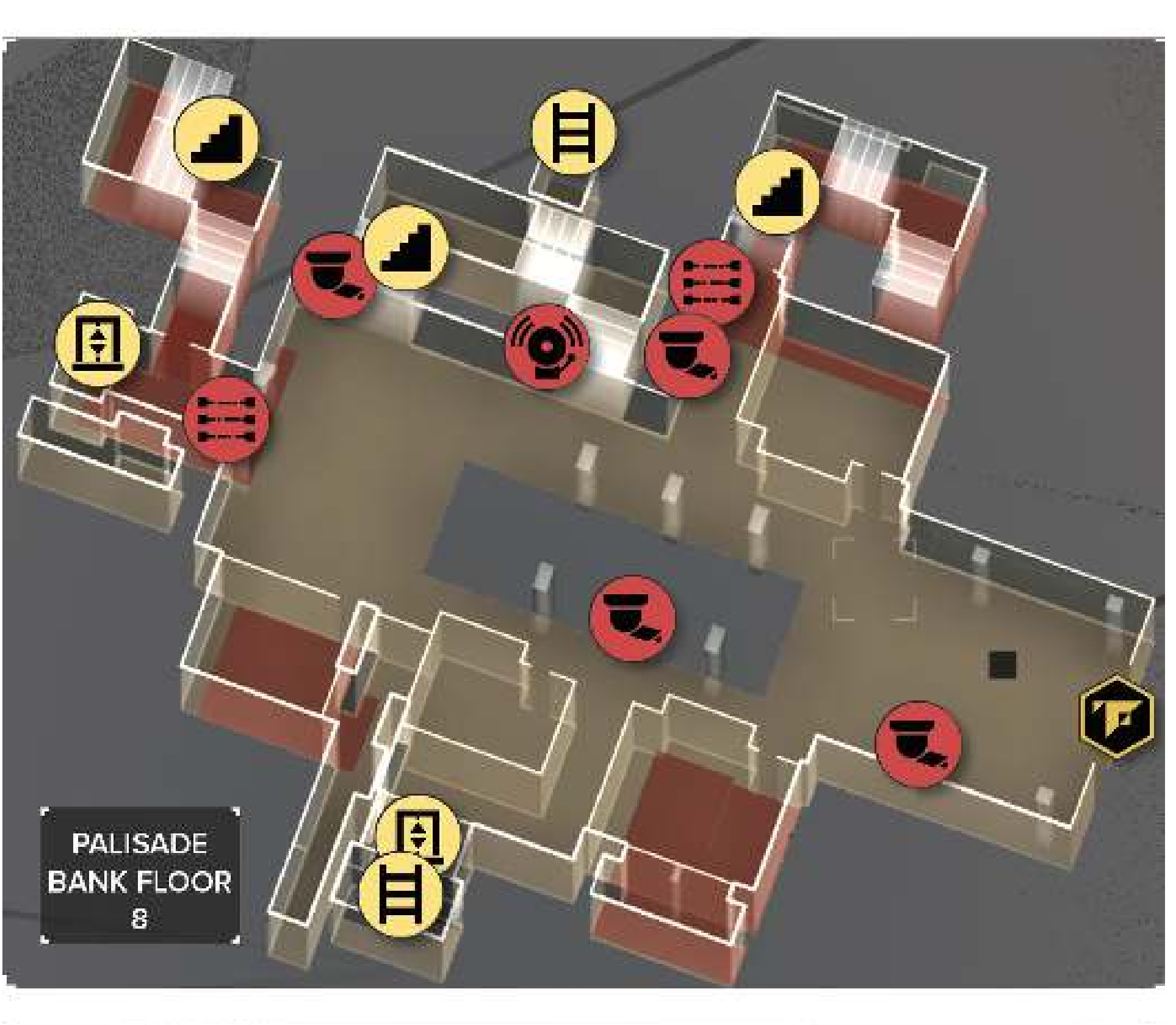
ACCESS A RESTRICTED TERMINAL

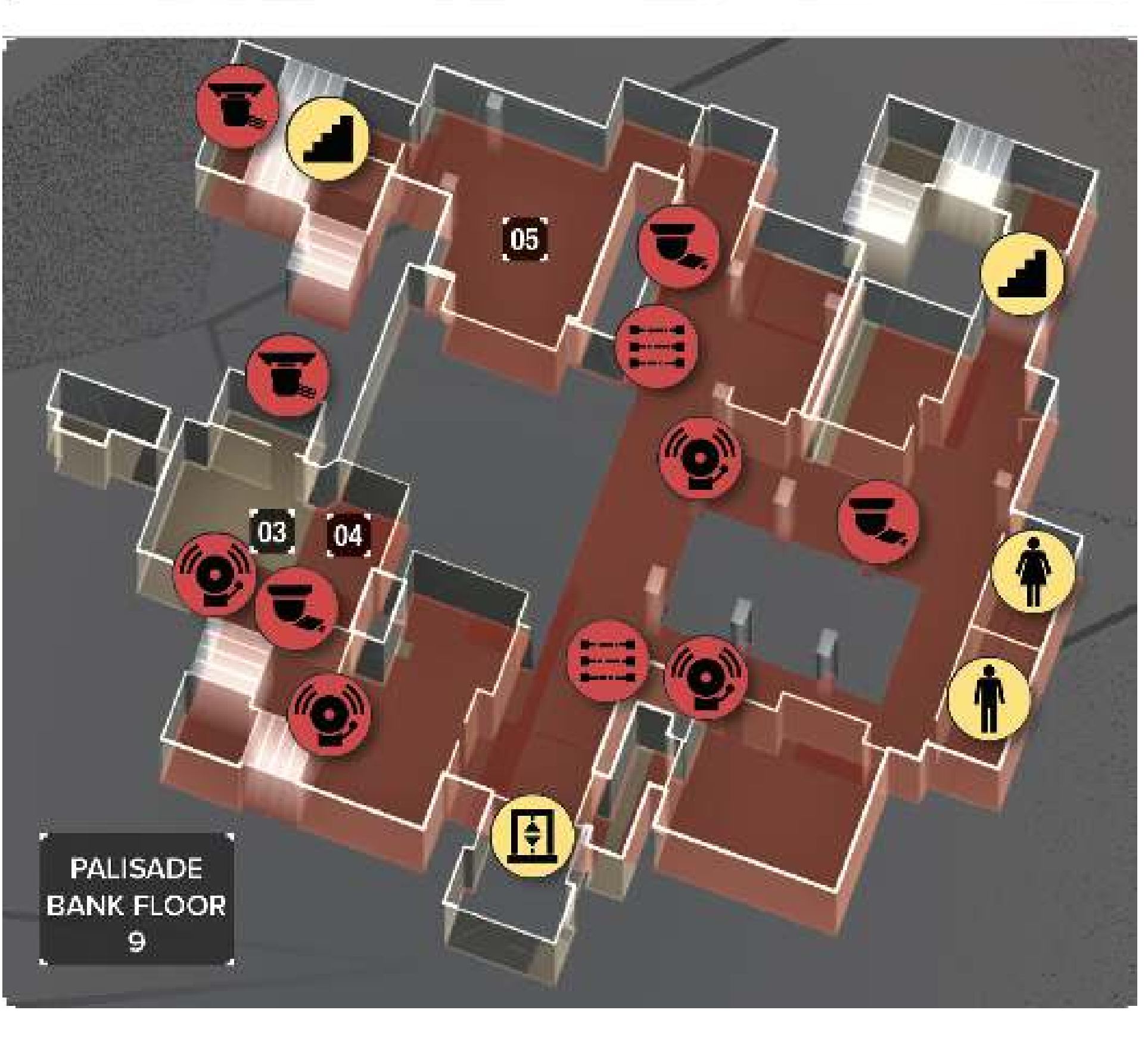
OBJECTIVES

Access a terminal in the CEO's room

OVERVIEW







MAP LEGEND

01: Entrance from garage

02: Private office

03: CEO's office

04: Biometric reader

05: Security system

ALEJANDRA VEGA
PALISADE
PROPERTY BANK

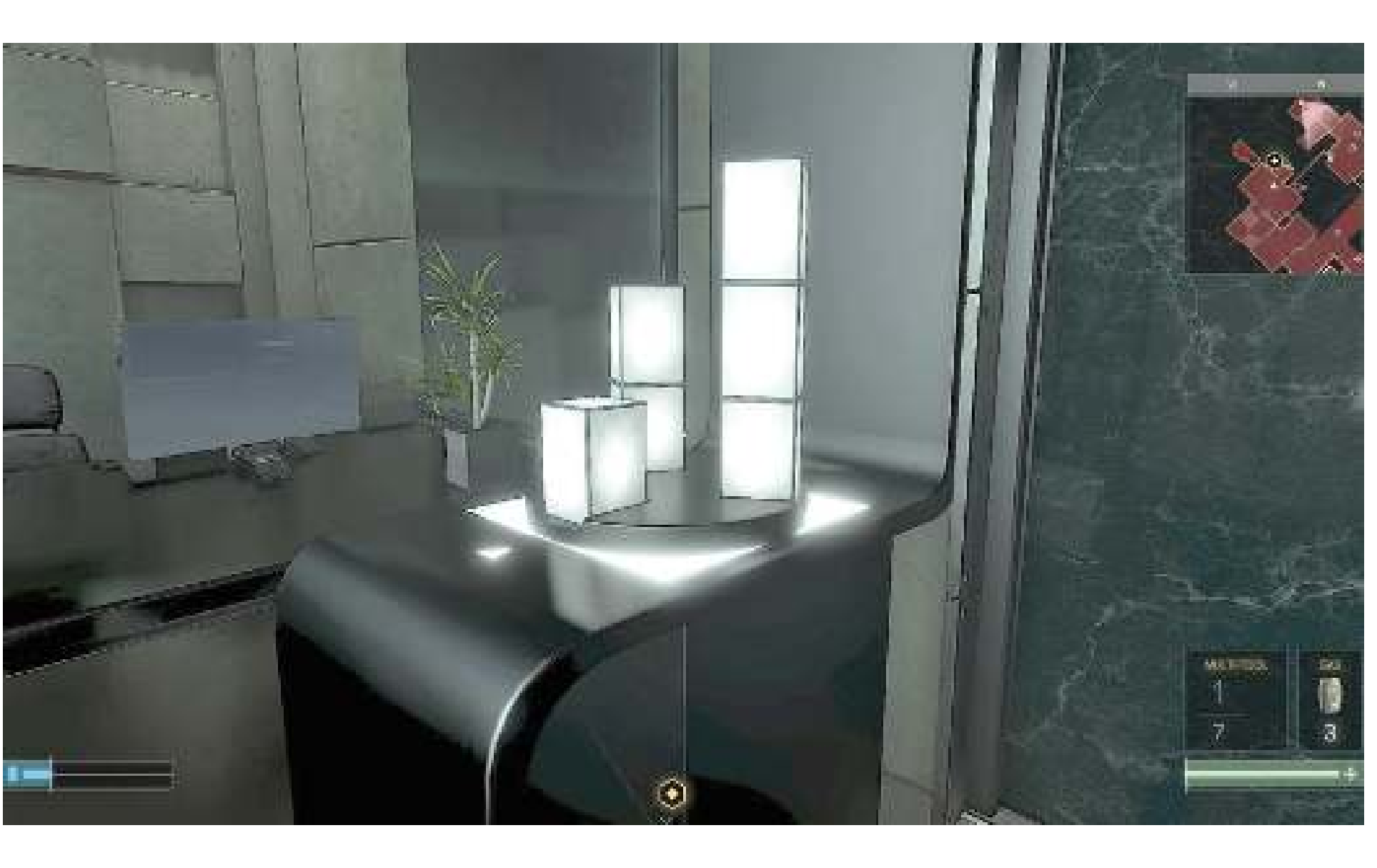
You can walk right in the front door of the bank. The central area isn't restricted, so stay confident and go to the elevator on the southern side of the level, which lets you switch between this level and the lower one. You need a special keycard to get to the top. You might already have that if you've done the Side Mission for Samizdat. Here is the text from that section; it lets you get the keycard and gain access to the CEO's office.

Walk inside and use the elevator inside a hallway to the left to get downstairs. Hack into an office below to get an elevator keycard. With that, you're allowed to go to the third floor, where the CEO's office is located. Do so!

When you're up there, hack into the office on the left. There is one guard inside, protecting the private stairway into the CEO's office. You can either knock him out or sneak past. Invisibility is a huge boost here.

Break into the office above, and go to the security laptop. Hacking that lets you turn off the cameras, laser grid, and alarm systems in the bank. Everything becomes much easier afterward.

Then, use the puzzle on the northern side of the room. It's a rotating table with three stacks of blocks. You need to configure it into a pattern of two blocks on the left, one in the center, and three on the right.



This isn't too hard of a puzzle. The left block goes down each time you interact with the table. The middle one goes in a pattern from 1 -> 2 -> 3 -> 1. The right block always tries to go up.

Your goal is to get the table into a set of 3 left, 3 center, 2 right, and then to interact a single time with the table. This shifts everything to show as 2, 1, 3.

Short version: Interact once, turn. Interact once, turn twice. Interact once. This opens the door.

If you dislike puzzles, try the ventwork behind the TV in the office. That can take you into the secret room, too. Either way, break into the safe inside the hidden area and get a Praxis Kit, Triangle Code, and a Dossier.

Use a blue biometric reader that is on the CEO's desk. Now you can get into the vaults.

USE THE CORPORATE VAULT ELEVATOR

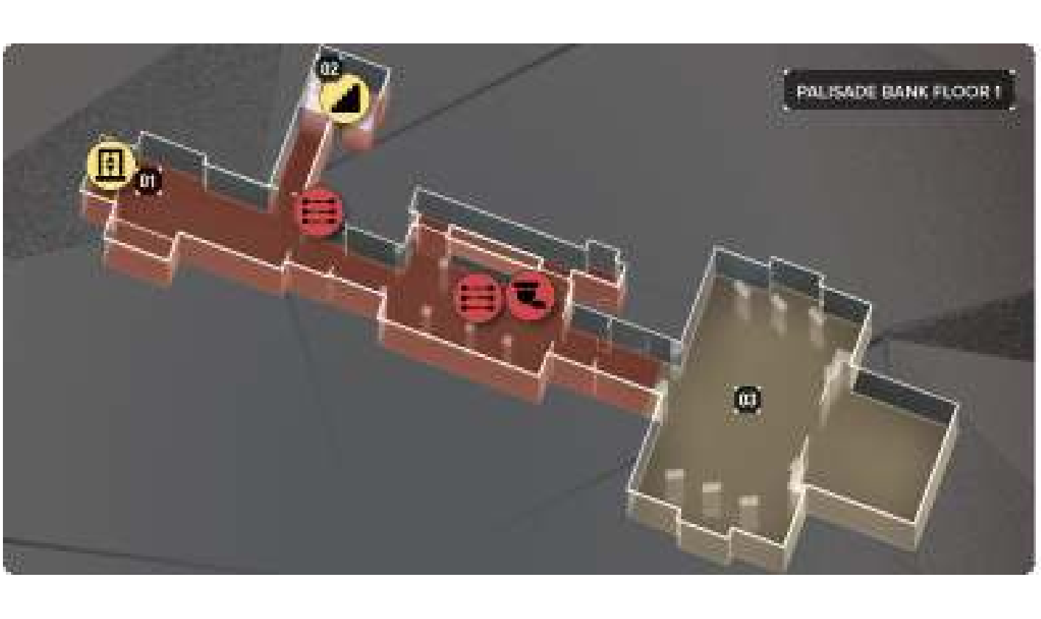
OBJECTIVES

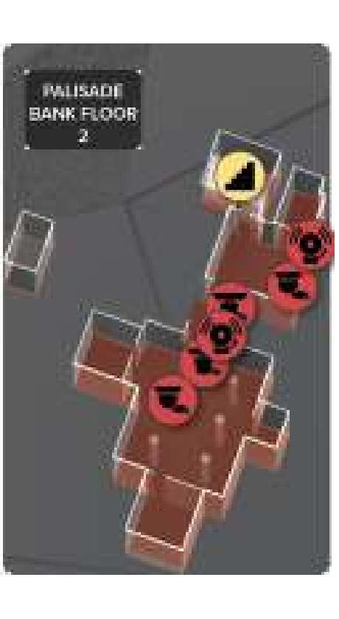
Find the corporate vault elevator

Use the new keycard to enter the vaults

Enter the Versalife vault

OVERVIEW





MAP LEGEND

01: Entry from corporate elevator

02: Vent access

03: Vault

The elevator into the corporate vaults is on the central level, at the western side of the area. It's protected by cameras, turrets, a robot, and a plain old guard, as well. You can't bust in there without turning the whole place into a warzone.

Instead, stay on the CEO's floor up top. Now that the electronic systems are mostly disabled, you can move around without as much fear. Sneak to the northern side of the level, and head for the monitoring room. Disable the guards as you go if you're uncomfortable with pure stealth.

The stairs that are on the other side of the monitoring room let you get down and behind the turret/cameras/guard/etc. You get to tiptoe into the corporate elevator without anyone knowing what's going on. Use the keycard on the control system, and then ride the elevator to the bottom.

Don't try to bypass the security in the hallway with any fancy maneuvers. Instead, look for a vent along the northern wall of the area. Keep your head up, because it's higher on the wall. Once you get into that, life is easy. You can hack through the only system that blocks your way north. Otherwise, the vents go all the way to the end, and you don't need to dodge anything else. Drop down, enter the vault, and get what you need.

After viewing a cutscene, search the vault for useful items. There are so many good things here. Hack the laptop and the safe terminal, get the Orchid Neutralizing Compound, and steal plenty of wealth from the items in the drawers. When you're done, leave the vault and meet Miller by the helipad.

He's about to blow his stack, so you need to impress him with what you've been working on. Use Disclose, Disclose to keep him on a fairly even keel. Or, if you gave him Rucker's evidence, then rely on that to push through this scene. You get a fourth option that immediately gets Miller's support.

With all this done, you can finish this mission and start the GARM Facility portion of the game. However, there are a few side elements that you can explore, as well.

SEE KOLLER AND TALK TO DR. AUZENNE BEFORE TALKING TO CHIKANE

If you have your calibrator, you can go to Koller again and get his help with fixing your aug problems. See the Side Mission "The Fix" to complete that task.

If you told Dr. Auzenne to look into Marchenko, then she'll contact you before the end of your time in Prague. Go back to your apartment, look at your email, and check out a cereal box to find something hidden.

When you're done with these minor elements, talk to Chikane and lift off for GARM.

GARM Facility

Overview

Chikane flies you to the GARM Facility in the Swiss Alps. Regardless of how you handled the second visit to Prague, all paths lead you to GARM.

GARM Facility

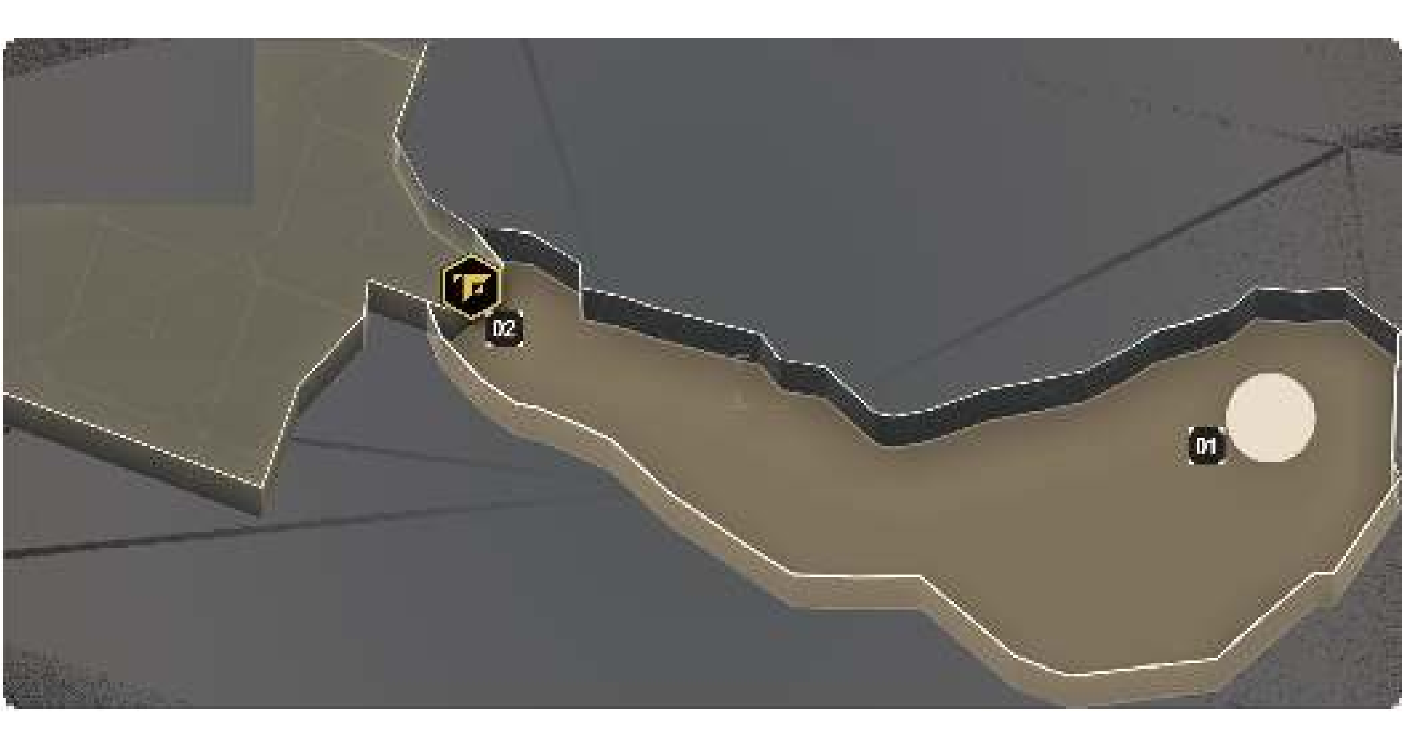
GARM

GET INSIDE

OBJECTIVES

Find the entrance to the facility

OVERVIEW



MAP LEGEND

01: Entry

02: Facility entrance

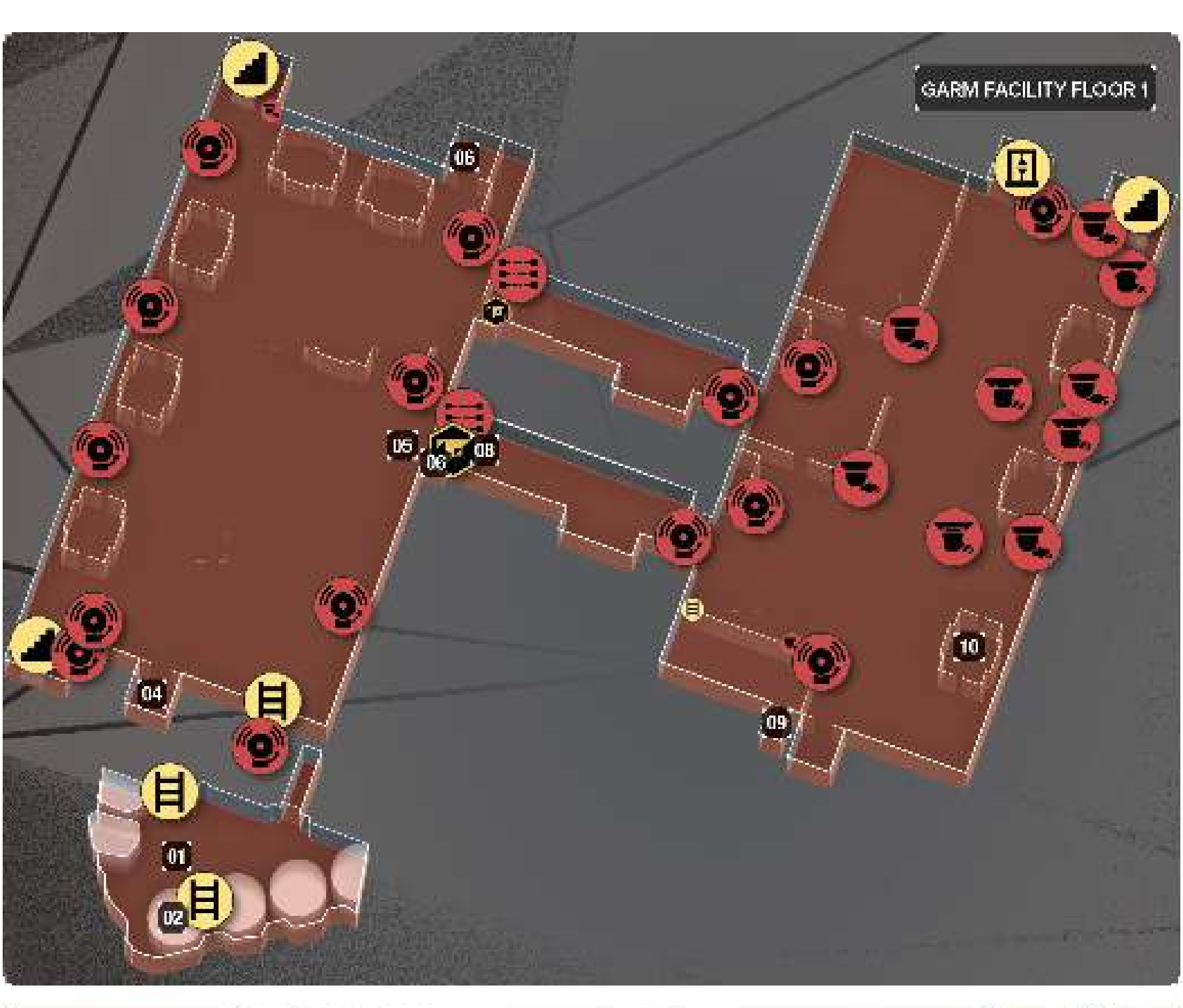
Approach the door on the western side of the map. There isn't anything to do yet, except try to get inside. Hack the door, and then watch the cutscene that triggers.

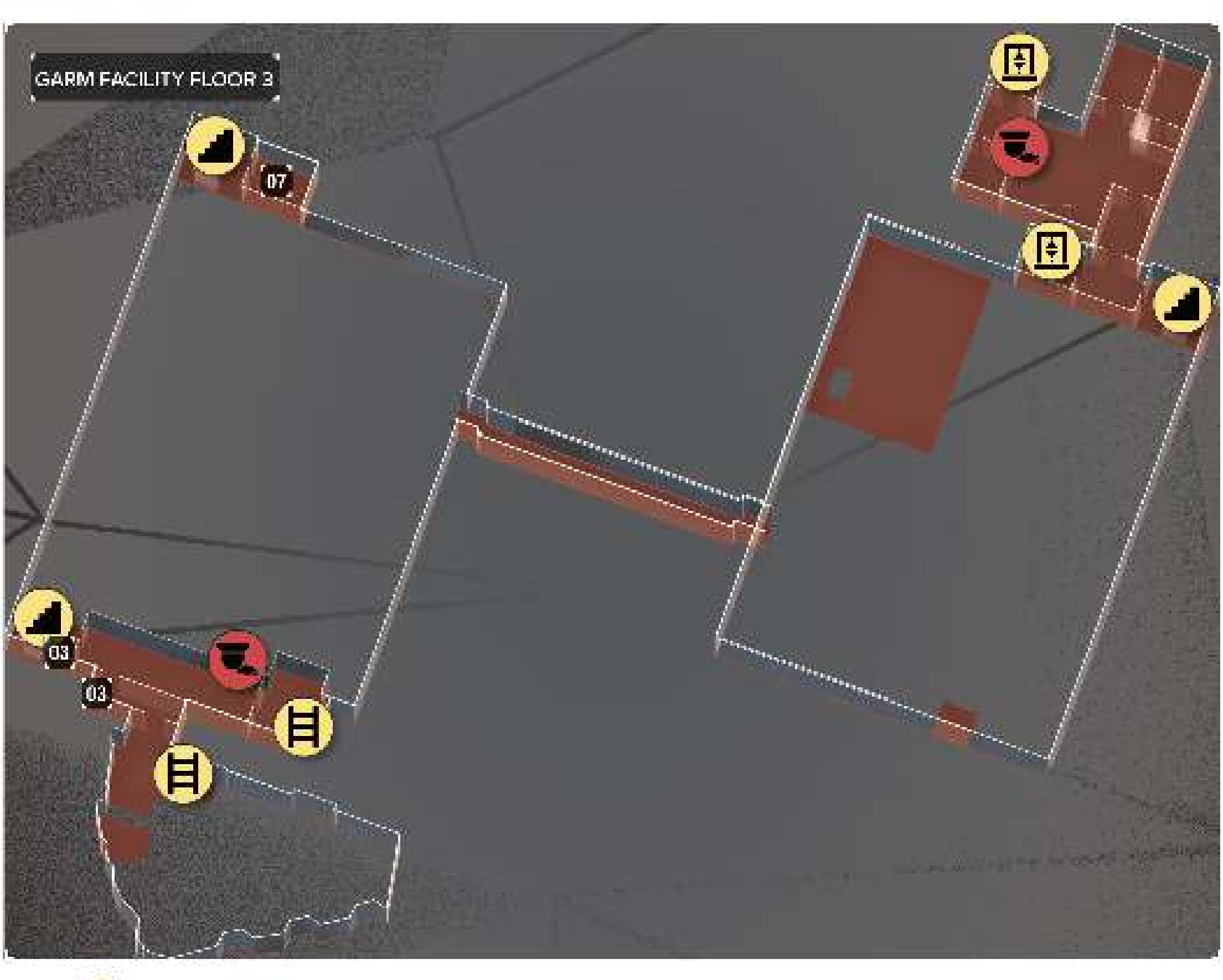
ESCAPE

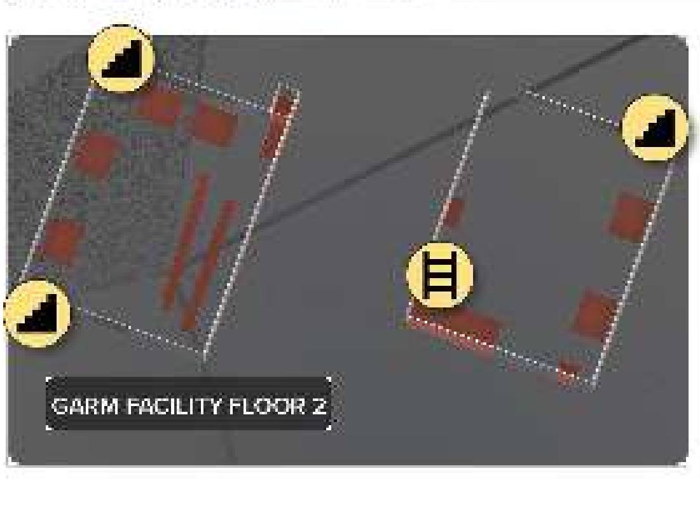
OBJECTIVES

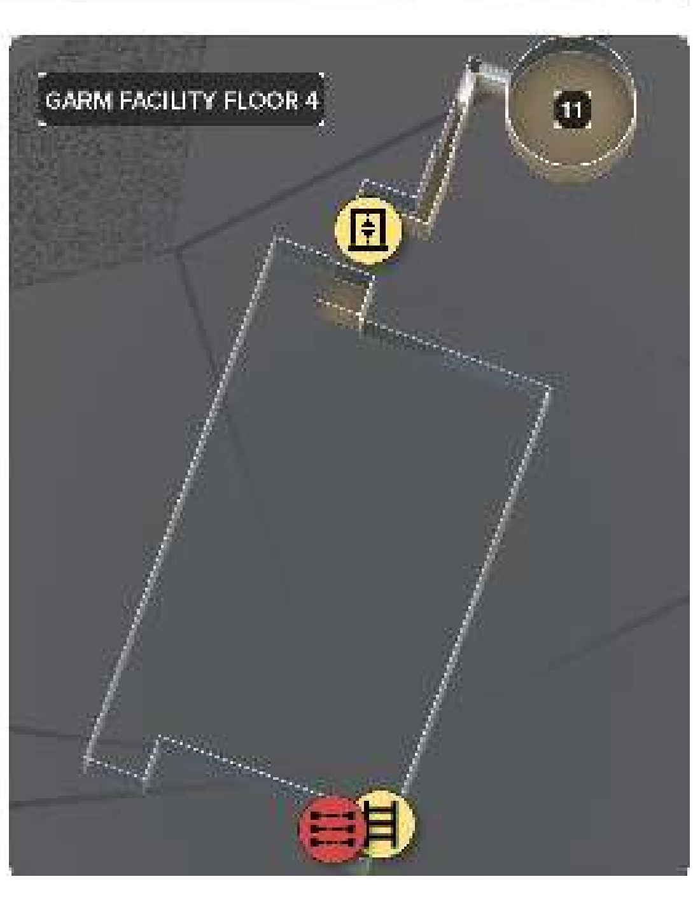
Leave GARM

OVERVIEW









MAP LEGEND

01: Jensen wakes up here

02: Ladder up to Level 3

03: Vent system

04: Crawl space entrance

05: Route to second hangar

06: Upper vent to security room

07: Security room

08: Crawl space

09: Weapon storage

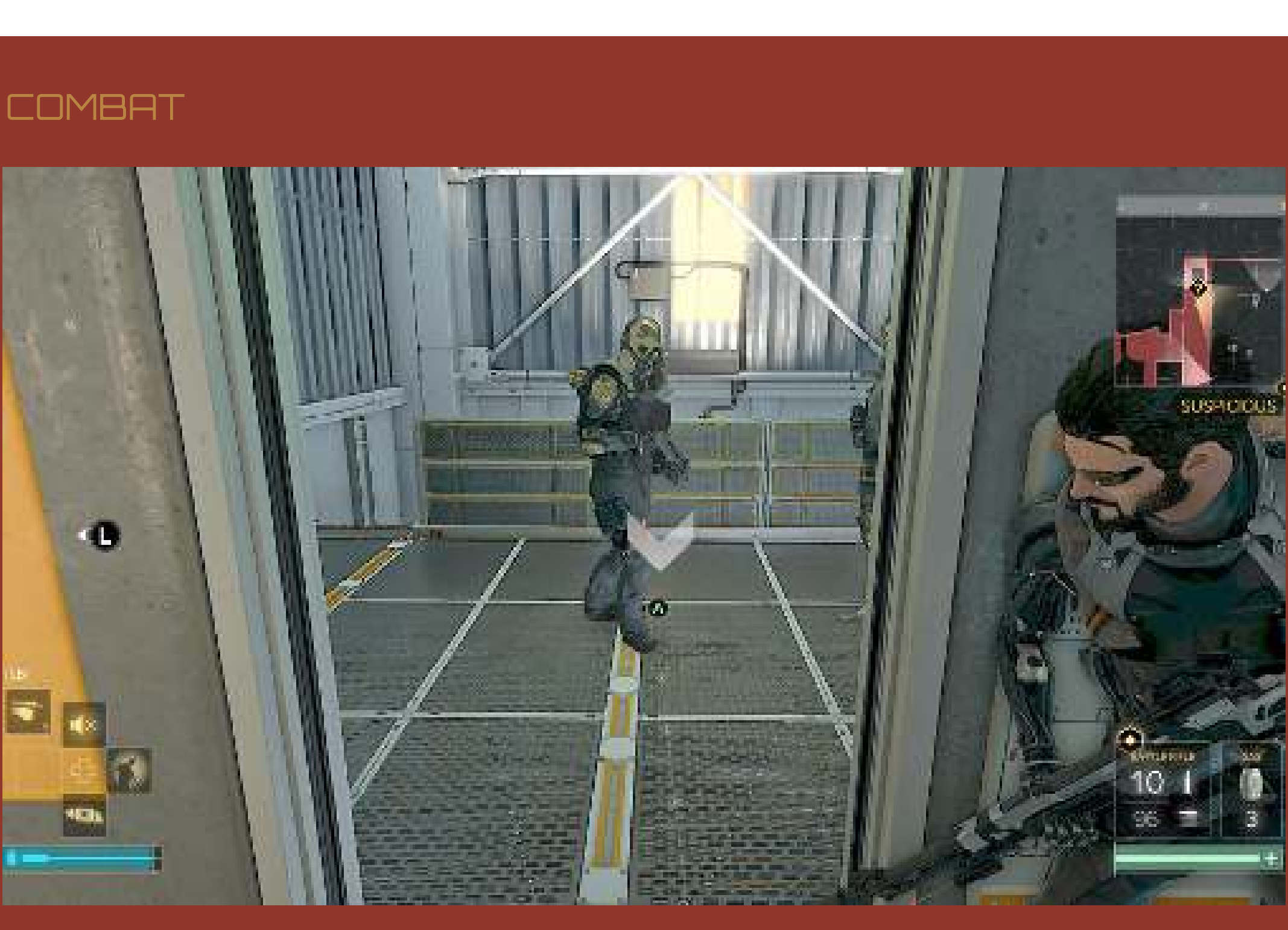
10: Security room

11: End mission here

Jensen wakes up in the snow. He's been taken inside the facility and no longer wants to stick around. As he starts moving, you get a choice: call either Miller or Vega for help. It's up to you again, and there are consequences. If you call Miller, it's going to be impossible to avoid an alert during your exit. If you call Vega, you must maintain stealth to avoid an alert, but it's doable.

You don't have many objectives in this mission; escaping alive is a fairly direct course.

COMBAT



Climb the southern ladder onto the icy ledges above. With good jumping, you can get over to the Level 3 entrance. Go inside. Search the first room, and then use a vent on the left to go west. Before leaving it, wait for two Shadow Operatives below to finish talking. They separate, and you can disable the lone guard with ease.

Enemies here are heavily armored. Headshots take off their protective helmets, but a second headshot is required to secure the kill. This gets you extra XP (Piece by Piece) for ruining their armor. You also get extra XP because these are considered Elite foes, though not all of the people are counted as Elites.

Ambush the men up top, and then use your elevated position to burn down the rest of the people on this side of the hangar. The ones at range won't hold up well if you use a Battle Rifle or Sniper Rifle. Save energy for anyone who closes the gap and jumps up to you; hit them with a Takedown.

Cover isn't perfect on the walkways, so you should retreat if the incoming fire gets to be too much for your augs to handle. Go back into the hallway and rest to regain your health.

Once the hangar is relatively clear, advance to the door in the northeast side. You can stop and search Marchenko's room in the northwest for extra equipment.

Go through the door in the northeast, and start fighting through the troops in the connecting tunnel. (There aren't too many of them.) The real trouble starts when you reach the second hangar. The guards there have amazing augs. Some of them have Titan, others have Invisibility, but all of them are nasty.

Don't wade through the masses like you normally might. Instead, stay by the hard cover of the entrance and snipe carefully. Kill the ones without Titan (those guys soak too many bullets to be worth it when there are other adversaries to kill). Thin the ranks until there's almost no one left, and then stay on the western wall as you advance.

TAKE DOWN TITAN GUARDS

Shadow Operative
[PRESS] Search
[HOLD] Drag
INTRUDER DETECTED

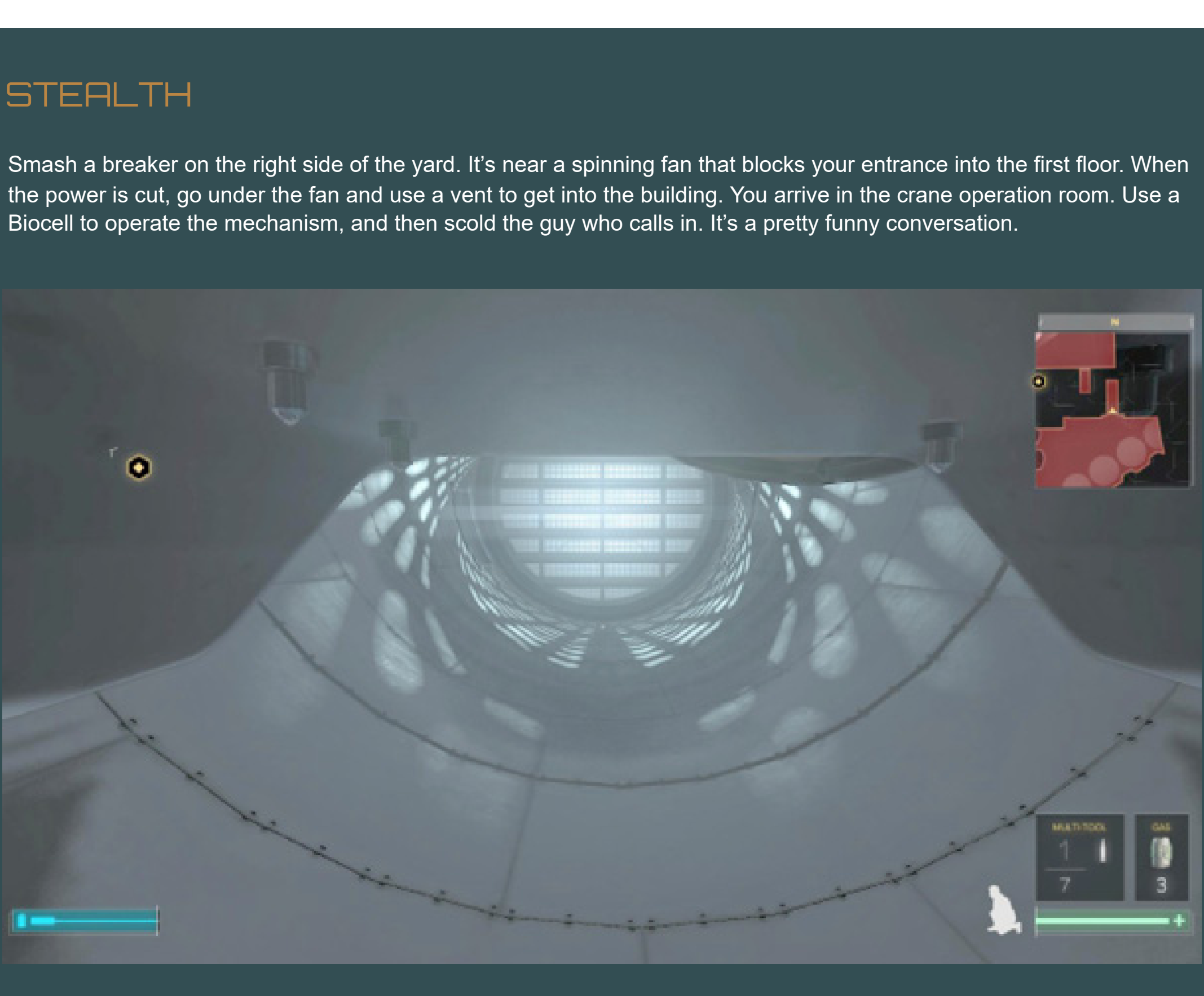
Takedowns still instantly defeat Titan-augmented enemies. Once they're isolated from their friends, you're able to sprint over to the guards, use a Takedown, and keep moving. This saves tons of ammo and frustration.

Get to the northern side of the room, and continue east until you reach the stairs. Only three more guards are above you, protecting the way to the helipad. You can wait and assassinate them, or switch to your Shotgun and go to close-quarters combat for a faster victory.

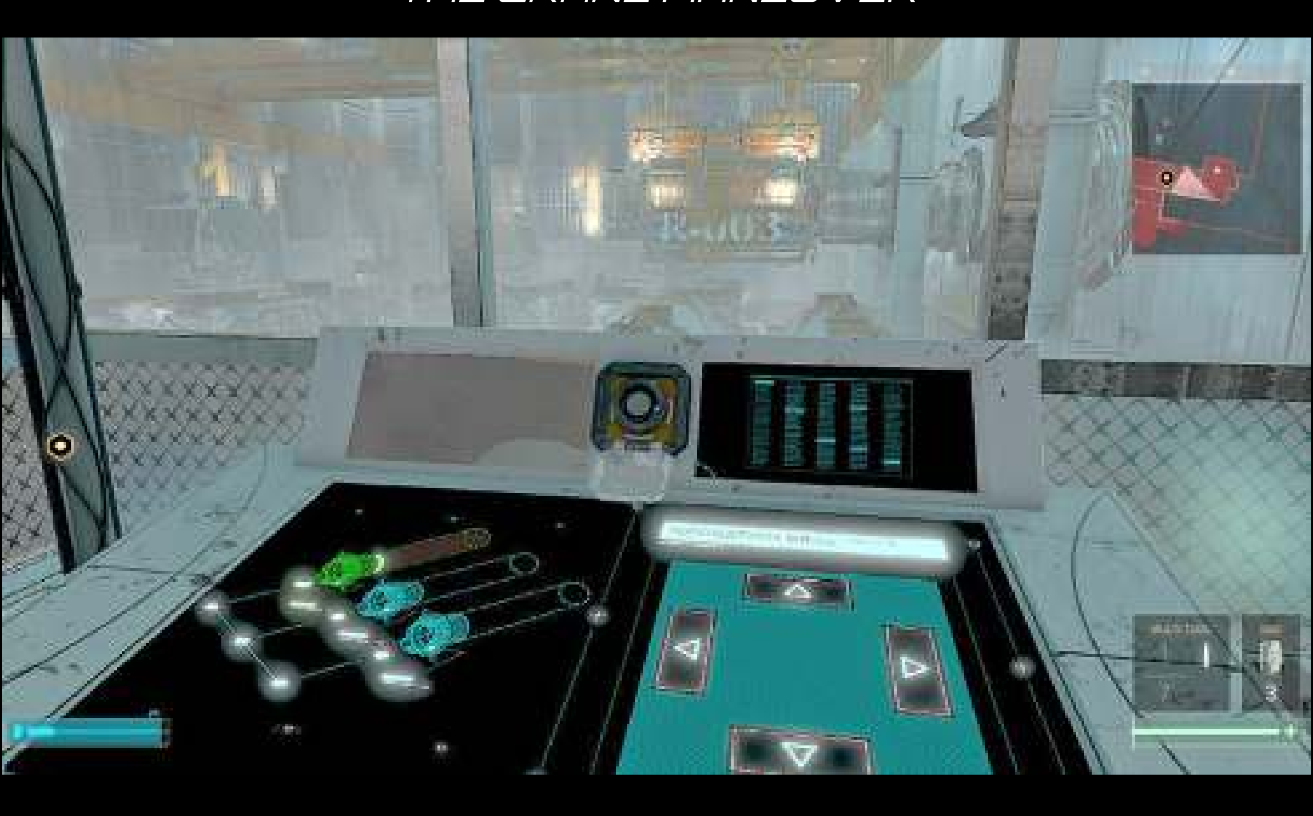
Use the elevator that leads to the roof, and get out of GARM!

STEALTH

Smash a breaker on the right side of the yard. It's near a spinning fan that blocks your entrance into the first floor. When the power is cut, go under the fan and use a vent to get into the building. You arrive in the crane operation room. Use a Biocell to operate the mechanism, and then scold the guy who calls in. It's a pretty funny conversation.



THE CRANE MANEUVER



Using the crane, you can create an alternate route through most of the level. Put the crane into the top-right position, and press the button on the unit to engage the system. Then, when you leave the first hangar, you can use the pipe to get halfway through the second one without confronting any guards. This is a somewhere tedious route because of the electrical discharges in the pipe, and it's worse for XP. Still, it's an interesting alternative.

A different path is better, though.

Go into the hallway to the left of the crane room. You find a short drop on a floor vent. Watch out when you fall, as adversaries can see you in the hangar. Drop along the wall, and use any stealth abilities that you can to be silent and/or invisible.

Use a grate on the floor to escape unseen and come out on the eastern side of the hangar. It's poorly guarded, so you can advance easily. Avoiding detection is fine, but it's also safe to knock out these guys as you go. You can even take out some of the overwatch snipers on the second floor by making minor noise to draw them down.

They'll jump to the first floor (where you are hiding) and are easy to eliminate.

Go into the small room in the north. A vent on its ceiling takes you into a security room. The loot is good there, and a laptop lets you disable the cameras and alarm panels in the facility. That's always an advantage that you want!

Retrace your steps, get back to the hangar floor, and use the doors to the east to head toward the second hangar.

The connecting corridor is loaded with people, along with some traps. However, there is a very easy path. Use the entrance into a crawl space in the first tiny room. Go down there, and stay low for the entire passage through the connector. You have to weave in and out of a few vents to avoid some laser mines, but it's super easy because no one can see you.

You finally come up near the second hangar's entrance. Look inside, and make a little noise to lure the only nearby guard over toward you. Ambush him, and leave his unconscious body in the hallway.

The southern part of the hangar has way too many enemies. You can climb a ladder, sneak through a guarded room along the wall, and crawl through a vent into the weapon storage room, but that's all there is to do there if you're avoiding alarms. It's tense!

There is a security room in the southeast. Skirt around the guys who are patrolling and exercising, and creep in through the northern door to the room. Hack the computer and turn everything off.

Move along the eastern side of the room, and get to those stairs ahead. There aren't too many people left in your way, but be cautious and lure anyone over for safe Takedowns if you think that you can't get by them quietly.

Climb the stairs to the second floor. There are three guards up top, but they're all in the center of the area when you first arrive. Knock them out after they split up, and then search for anything you want from the area. Press the call button on the elevator when the camera isn't looking, and then rush into it from the other side when the camera is in the other direction.

This gets you to the helipad, where you're picked up and extracted from the facility.

Prague, Third Visit

Overview

Everything has gotten even worse in Prague. Martial law has been declared, and the cops are out in massive force. They're not in a good mood, and it's best if you avoid them as much as possible.

Most of the city is considered a restricted zone now. If the cops even spot you, they'll come after you in force. This is a time when it's much better to have either Invisibility for sneaking past cops or major defensive augs so that you can sprint by and ignore their gunfire.

DEUS EX MANKIND DIVIDED™

Prague, Third Visit

Hunting Down the Final Clues

MEET VEGA AND MILLER

OBJECTIVES

- Meet Vega in the old LIMB clinic
- Go to Miller's office

OVERVIEW

A cutscene plays when Jensen leaves the helipad after returning to Prague. You meet Vega at the LIMB clinic and talk about everything that you've learned.

Afterward, start toward TF29 so that you can talk to Miller.

CHOOSE WISELY

If you still haven't completed "The Fix" with Koller, you have a short time to do that now, unless you didn't help Otar with his two problems. If that's the case, then "The Fix" becomes impossible to finish.

You can't go into TF29 by the front door anymore, but there is a breakable wall to the west and a side lot to the east that lets you approach a window into the building. Both ways work well.

The subway still functions as a quick-travel location. Jensen has to walk through the tunnels, but you can still use this as a way to jump between northern and southern Prague (or to move between the stations in the north).

COMPLETING "THE MYSTERY AUGS"

If you've been doing "The Mystery Augs" Side Mission, then you get a call from Sarif when you get back to TF29.

Dr. Auzenne meets you on the first floor of TF29. Ask how she's doing if you want to learn more about her past. Talk to anyone else in the facility while you're there, but make sure to meet with Miller. This takes you to the next stage of the mission.

THE LAST HARVEST

As you leave TF29, you get a call from Daria (if you completed "The Harvester"). She'll ask you to come south and meet her near your apartment. This begins "The Last Harvest."

K IS FOR KADZY

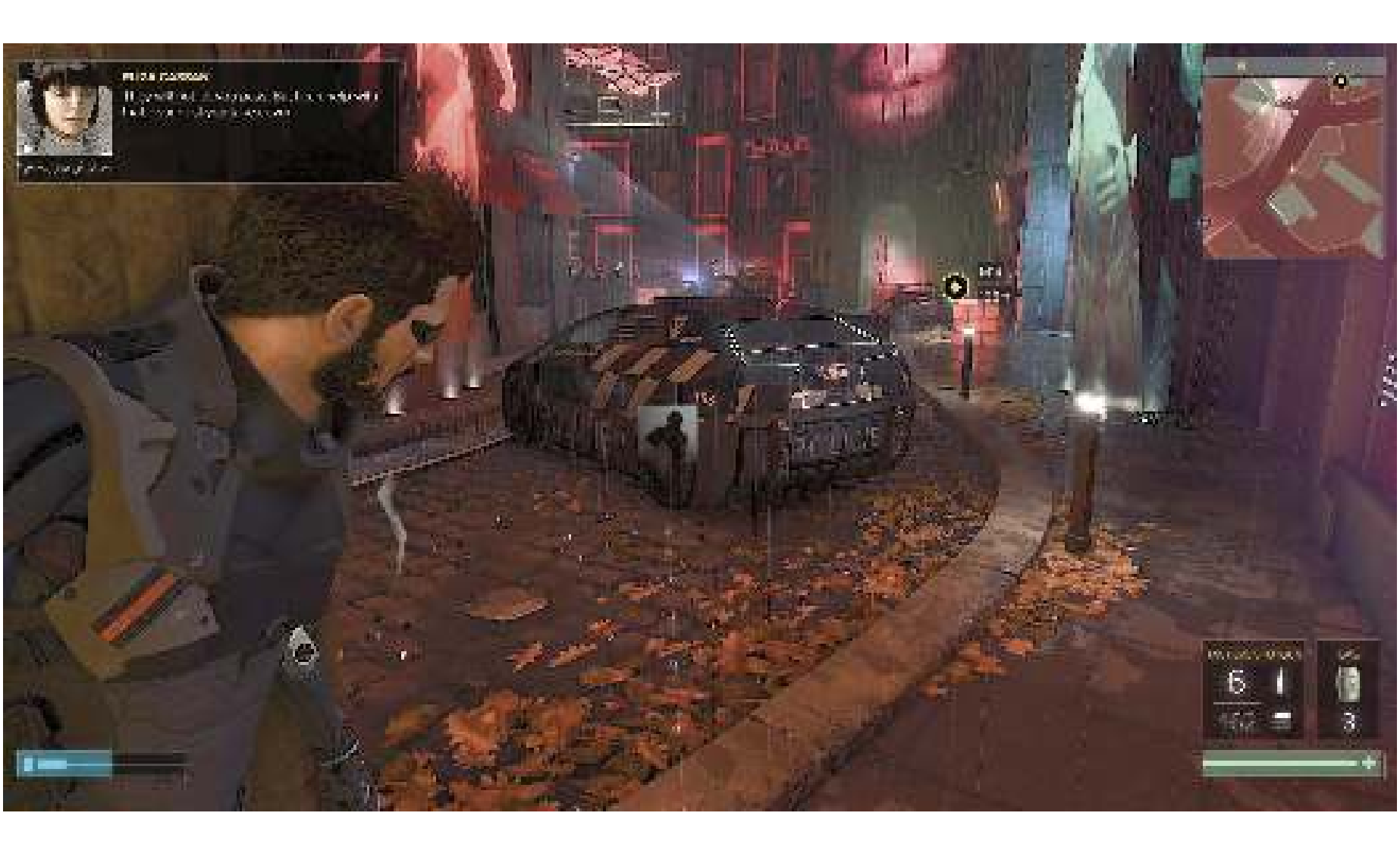
By now, you can also follow an SOS POI to start the only other Side Mission left in the game.

ENTER DVALI TERRITORY

OBJECTIVES

- Arrive in the red light district
- Pass through the police barricade
- Get into the marked Dvali building

OVERVIEW



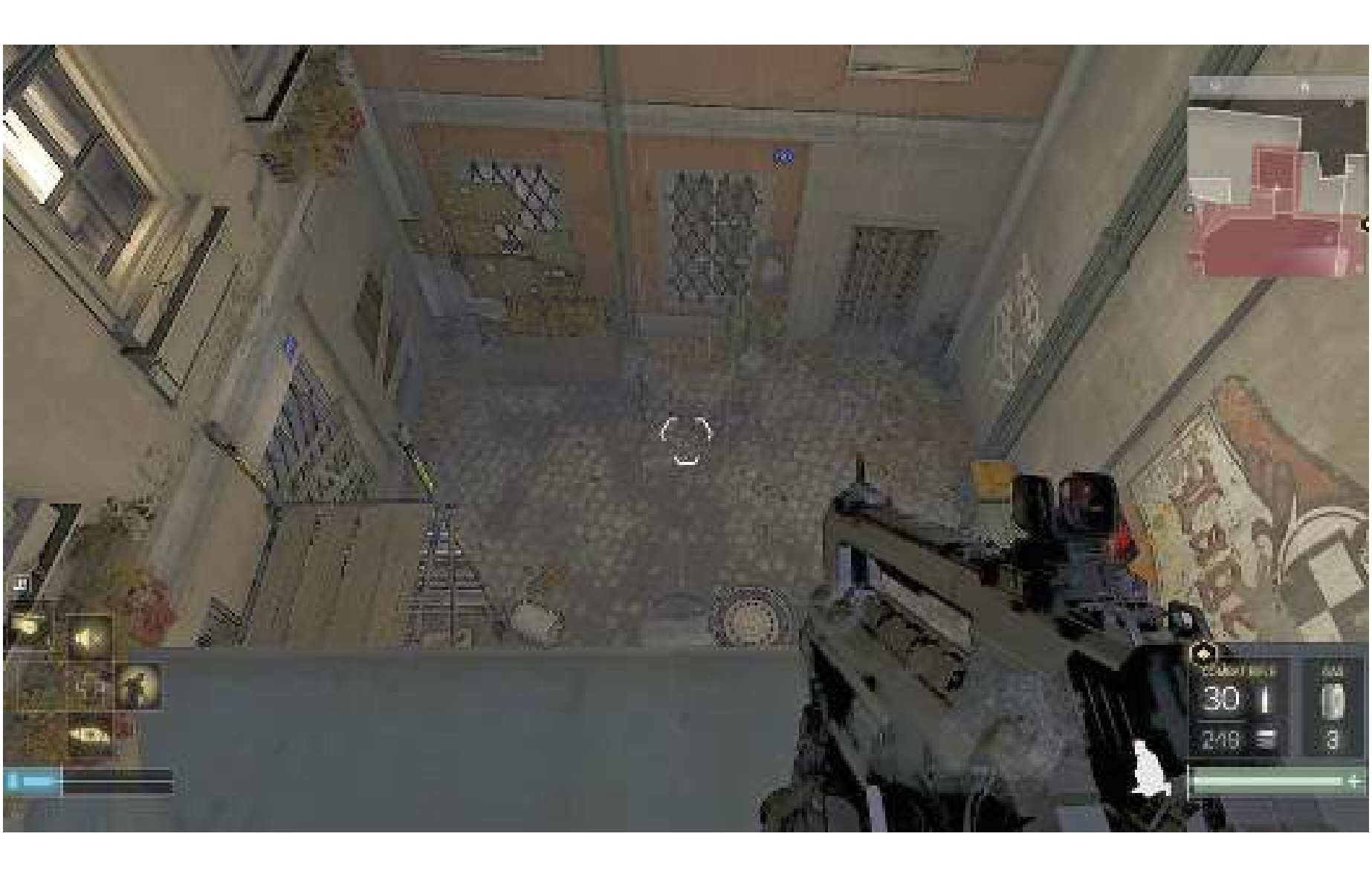
You can fight or sneak your way into the red light district. If you're trying to get by without a big fight, you're likely to appreciate some help if you completed "01011000" earlier in the game.

The mission genuinely starts when you get into Dvali territory on the northeastern side of Prague. It's a restricted zone, unless you're in very good standing with Otar Botkovelli.

SEVERAL BRANCHES

This portion of Prague can go several different ways. It's easiest if you've worked well with Otar throughout the game. But let's assume that you didn't so you can read about the harder aspects of this area.

If Otar is willing to help you, the Dvali are mostly friendly, and you get information from Otar without having to kick anyone's tail.



You start on the western end of Dvali territory. Stay low, and let the patrol robot walk away from your position. Knock out the closest guard, and drag him behind a car so that the patroller won't see him in the future.

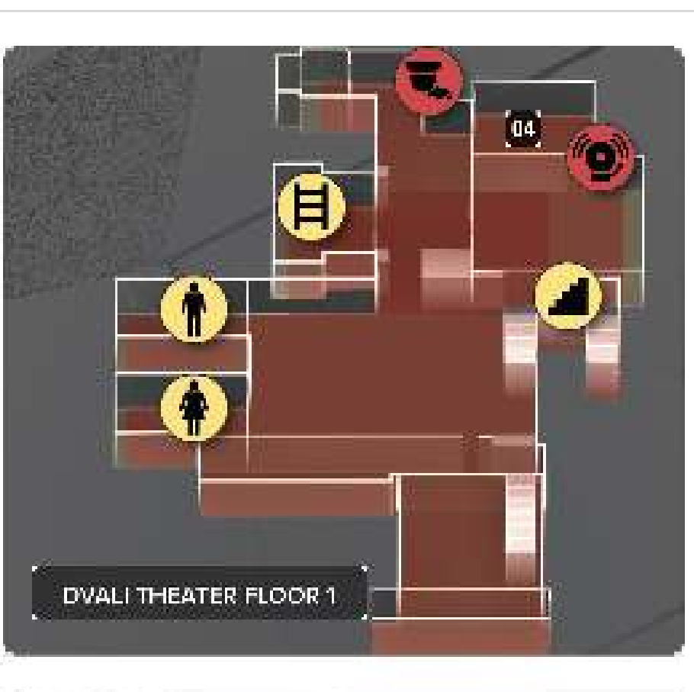
Look in the northern yard where there is a sewer entrance. A pair of ladders is nearby. Climb them to get above street level. Walk quietly on the rooftops, and head east. Approach a sniper, and either knock him out or use a Tranq Rifle shot to the head to put him down.

Open a window on the rooftop, and get into the top of a dome. You're now inside the correct building to get the info.

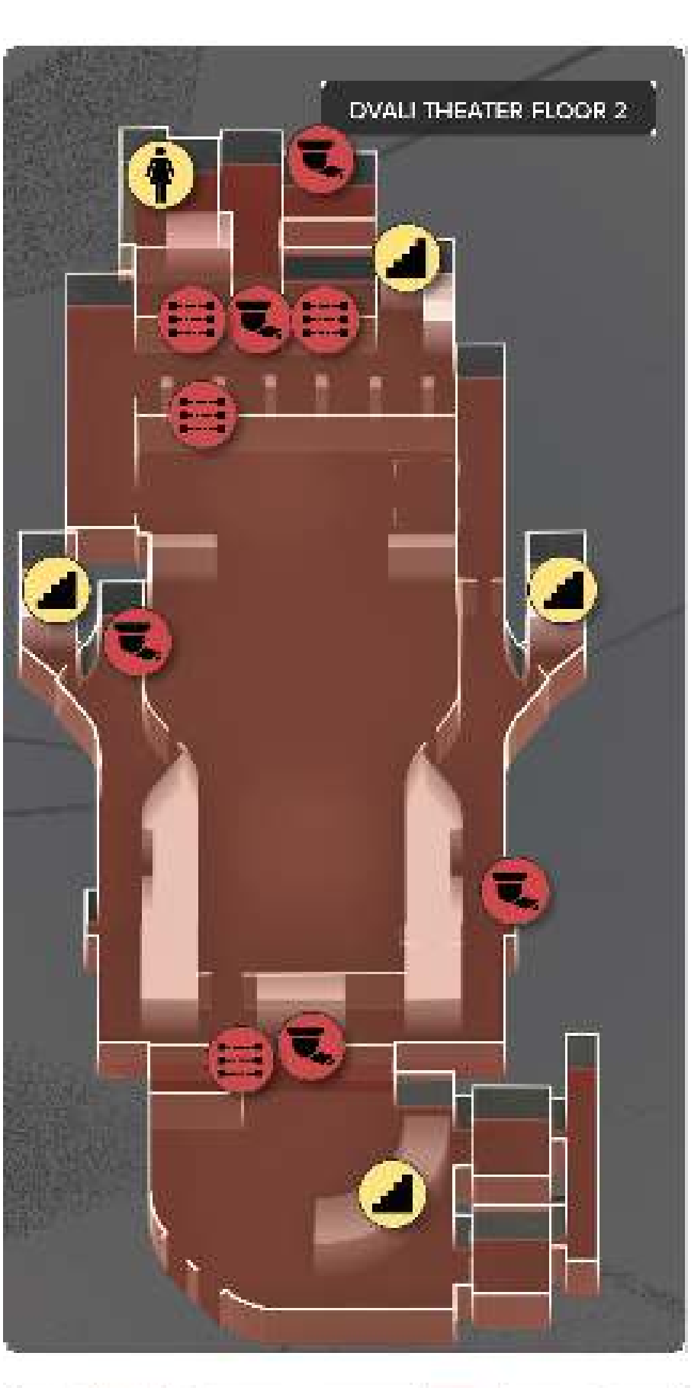
FIND RADICH'S OFFICE

OBJECTIVES

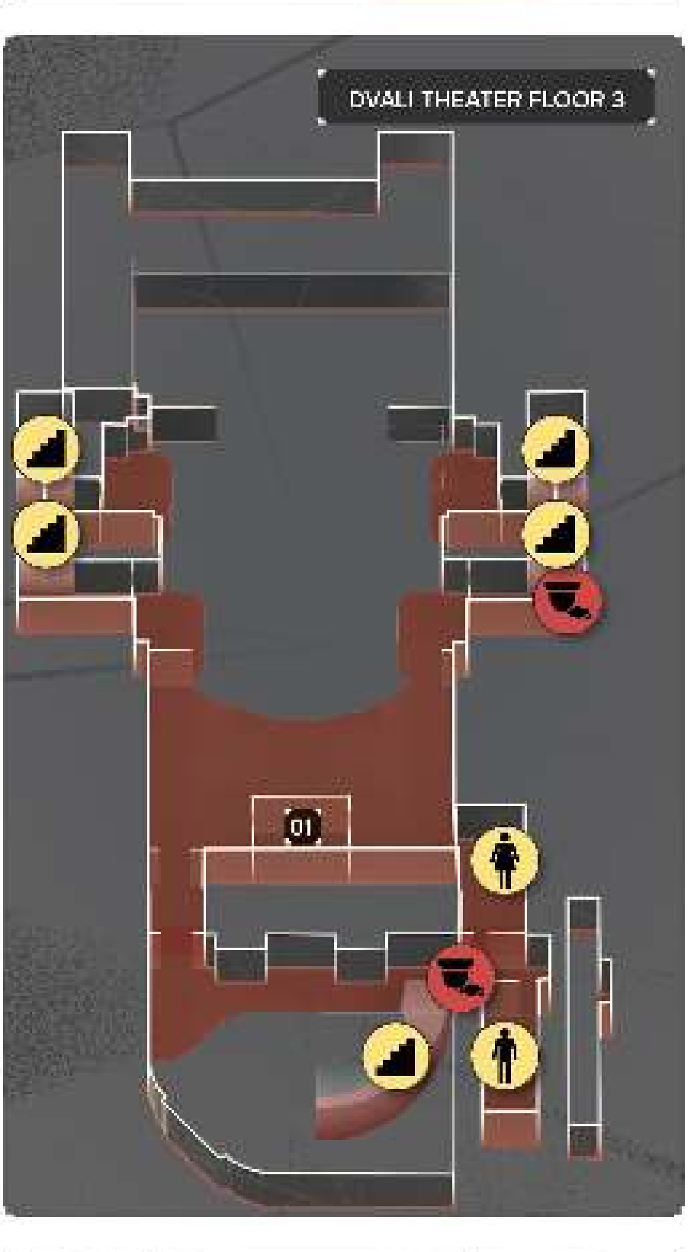
- Find Radich's computer
- Get the information you need
- Leave the building and return to your apartment



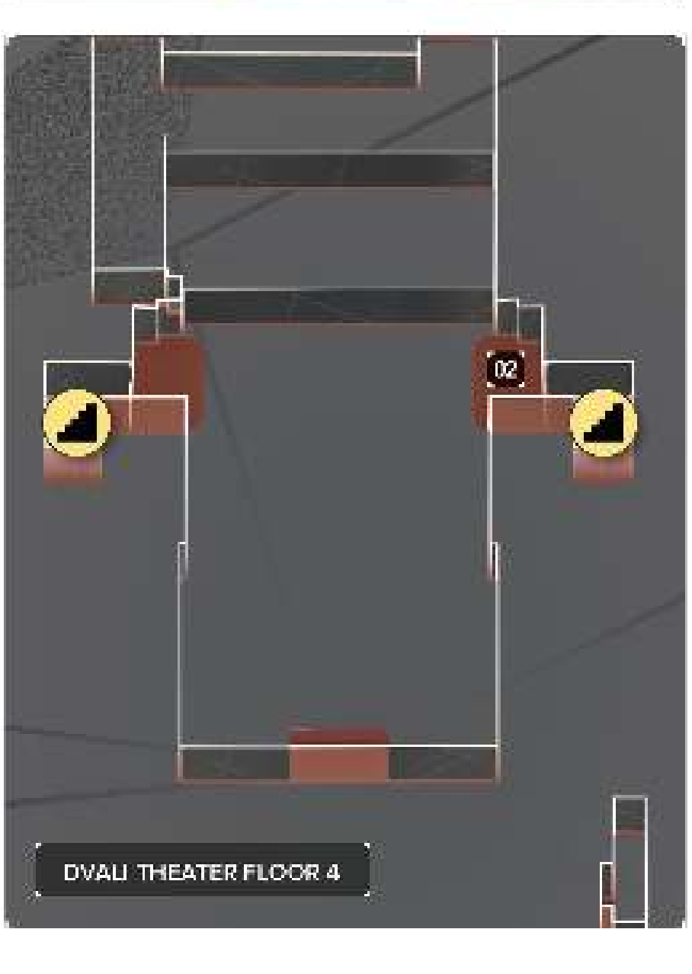
DVALI THEATER FLOOR 1



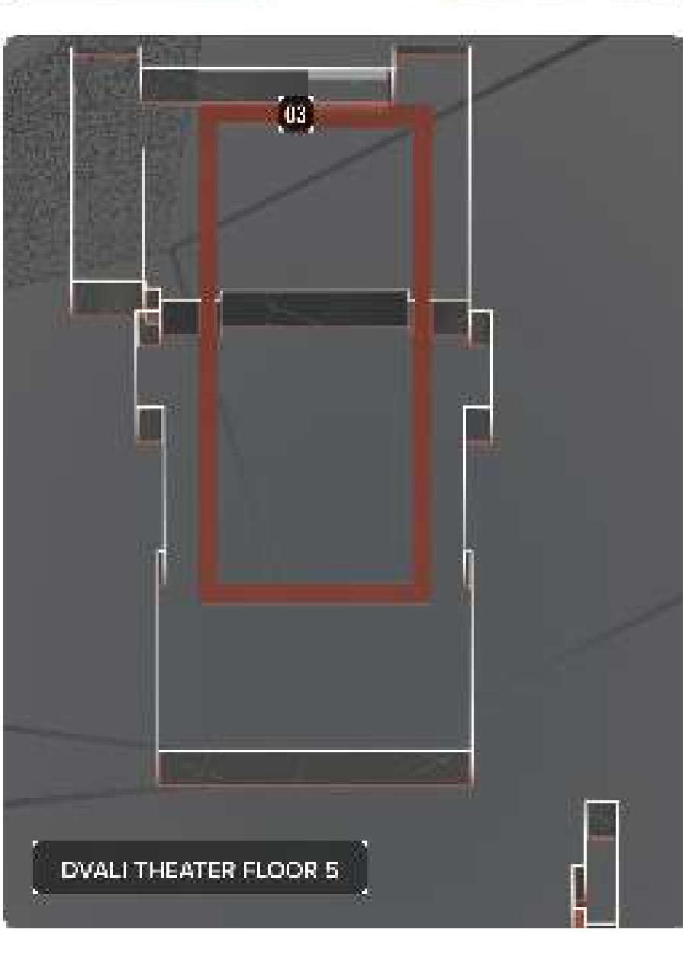
DVALI THEATER FLOOR 2



DVALI THEATER FLOOR 3



DVALI THEATER FLOOR 4



DVALI THEATER FLOOR 5

MAP LEGEND

01: Security room with supplies

02: Balcony with catwalk access

03: Drop down from catwalks to bypass security

04: Radich's security room

Miller calls again and gives you a heads up. You get an idea of where to search inside the building, but there are still a few hurdles to leap. You have to move through the theater where the Dvali leaders are planning everything. The goal is to listen in on the leaders, or hack a computer in Radich's office. That's located on the first floor, in the back part of the theater.

Once you're finished, turn around and get back out of the building. Though it's not a huge place to explore, there are multiple levels and quite a few ways to approach.

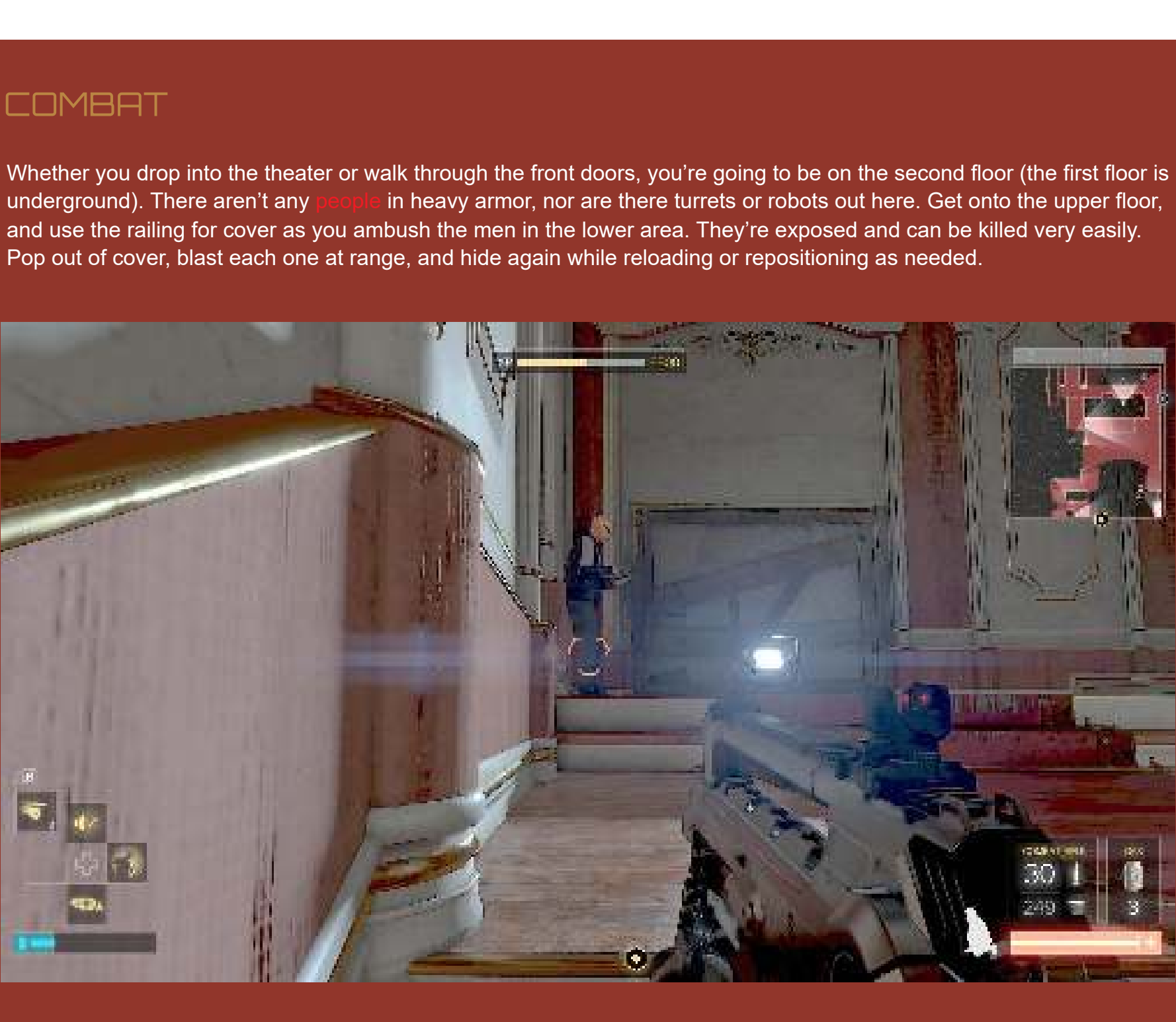
WHO IS STILL ALIVE?

You need to use Radich's PC to get the information if both Radich and Otar are dead. Otherwise, listening to a conversation that occurs in the northern office completes your goal.

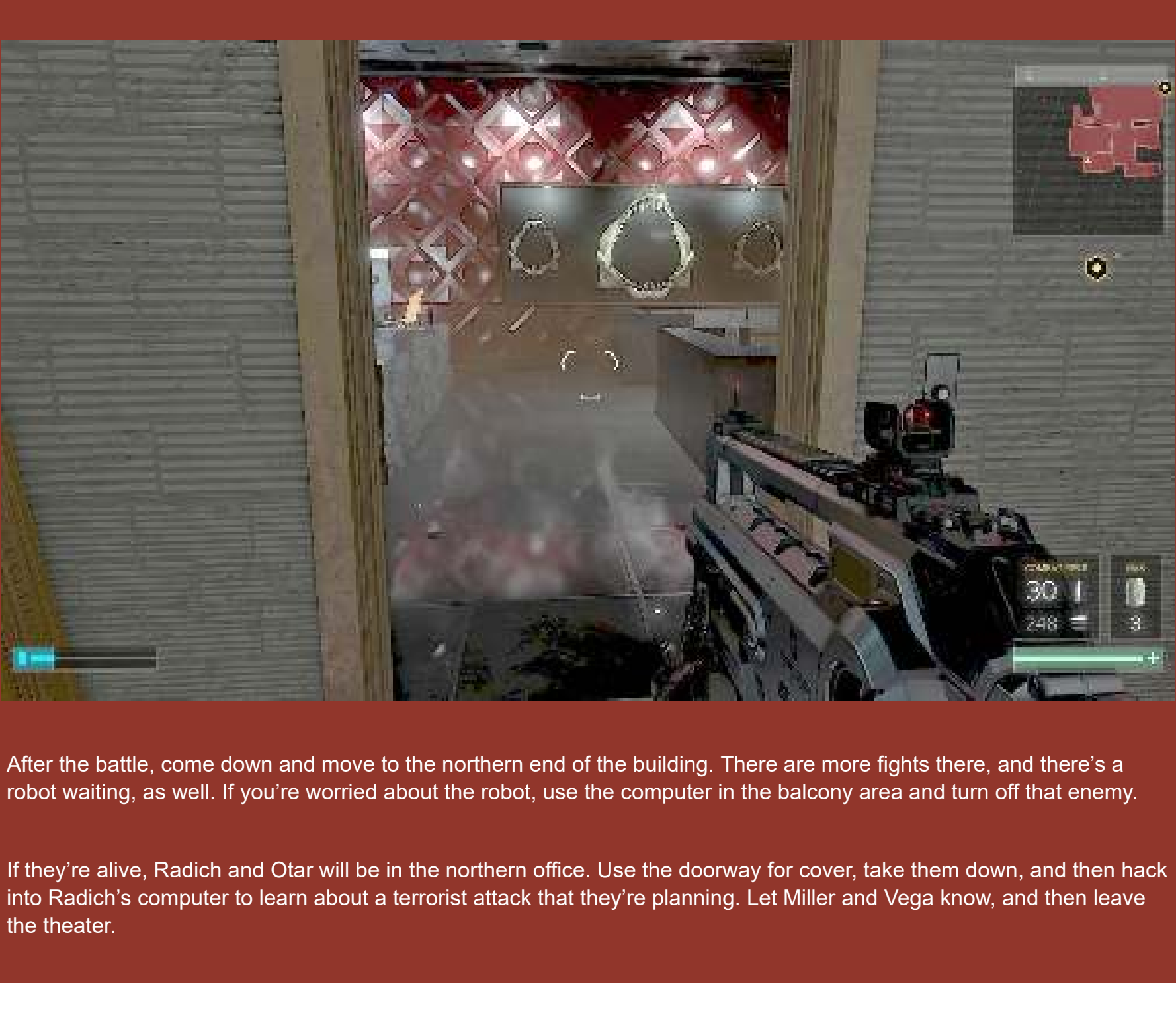
If Otar is alive AND friendly to you, he'll contact Jensen directly to set up a meeting here.

COMBAT

Whether you drop into the theater or walk through the front doors, you're going to be on the second floor (the first floor is underground). There aren't any people in heavy armor, nor are there turrets or robots out here. Get onto the upper floor, and use the railing for cover as you ambush the men in the lower area. They're exposed and can be killed very easily. Pop out of cover, blast each one at range, and hide again while reloading or repositioning as needed.



Go into the balcony area to the north and set up there. Only a couple of guards are waiting, and they aren't equipped for a fight against a heavy augmented attacker, either. Slaughter them, and then use the balcony railing as cover. The people down in the main theater are in a shooting gallery, and you have a massive advantage against them. Kill everything that moves as additional troops arrive from the side hallways. It's still a reliable place to fight, and you shouldn't be in any danger.

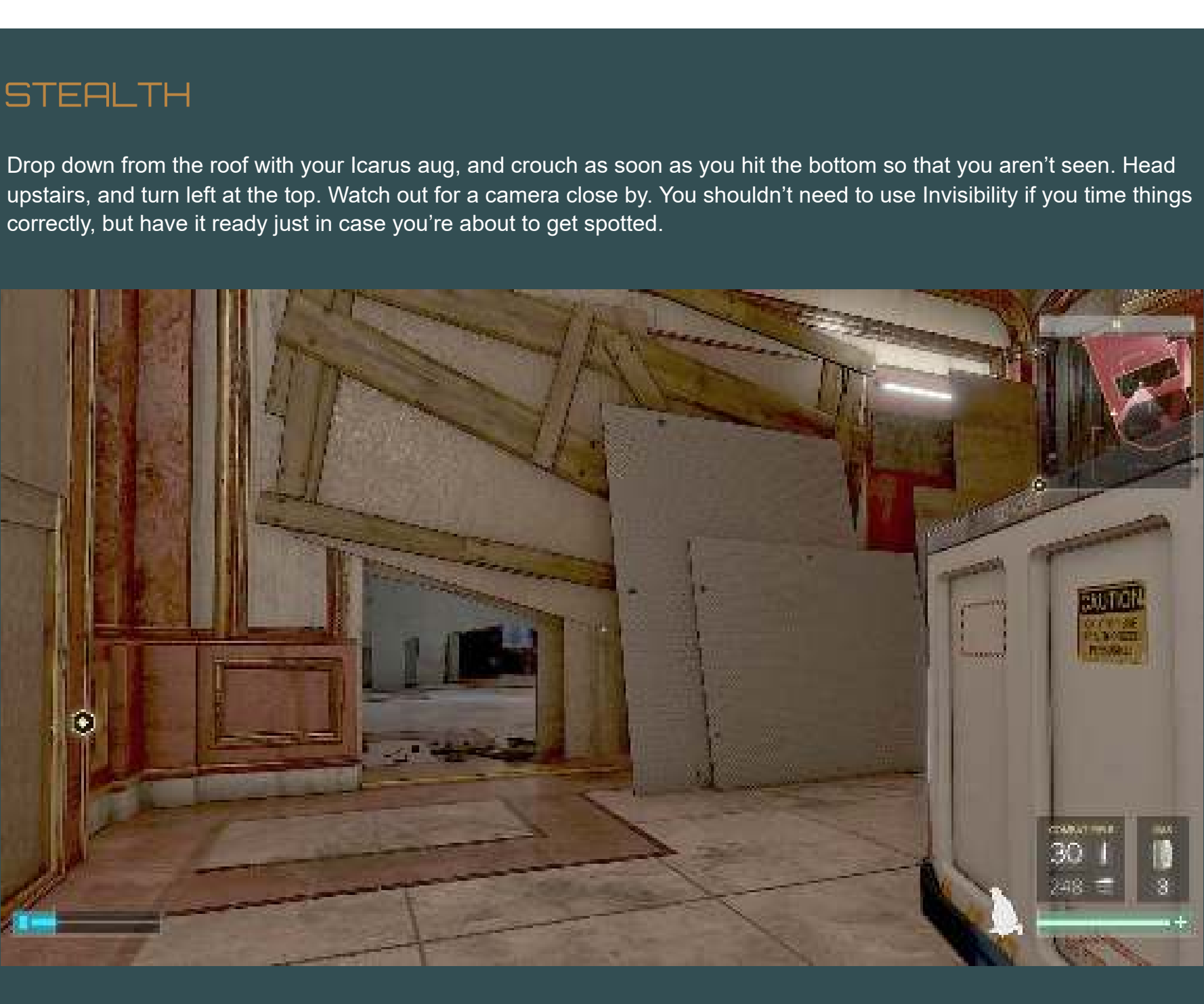


After the battle, come down and move to the northern end of the building. There are more fights there, and there's a robot waiting, as well. If you're worried about the robot, use the computer in the balcony area and turn off that enemy.

If they're alive, Radich and Otar will be in the northern office. Use the doorway for cover, take them down, and then hack into Radich's computer to learn about a terrorist attack that they're planning. Let Miller and Vega know, and then leave the theater.

STEALTH

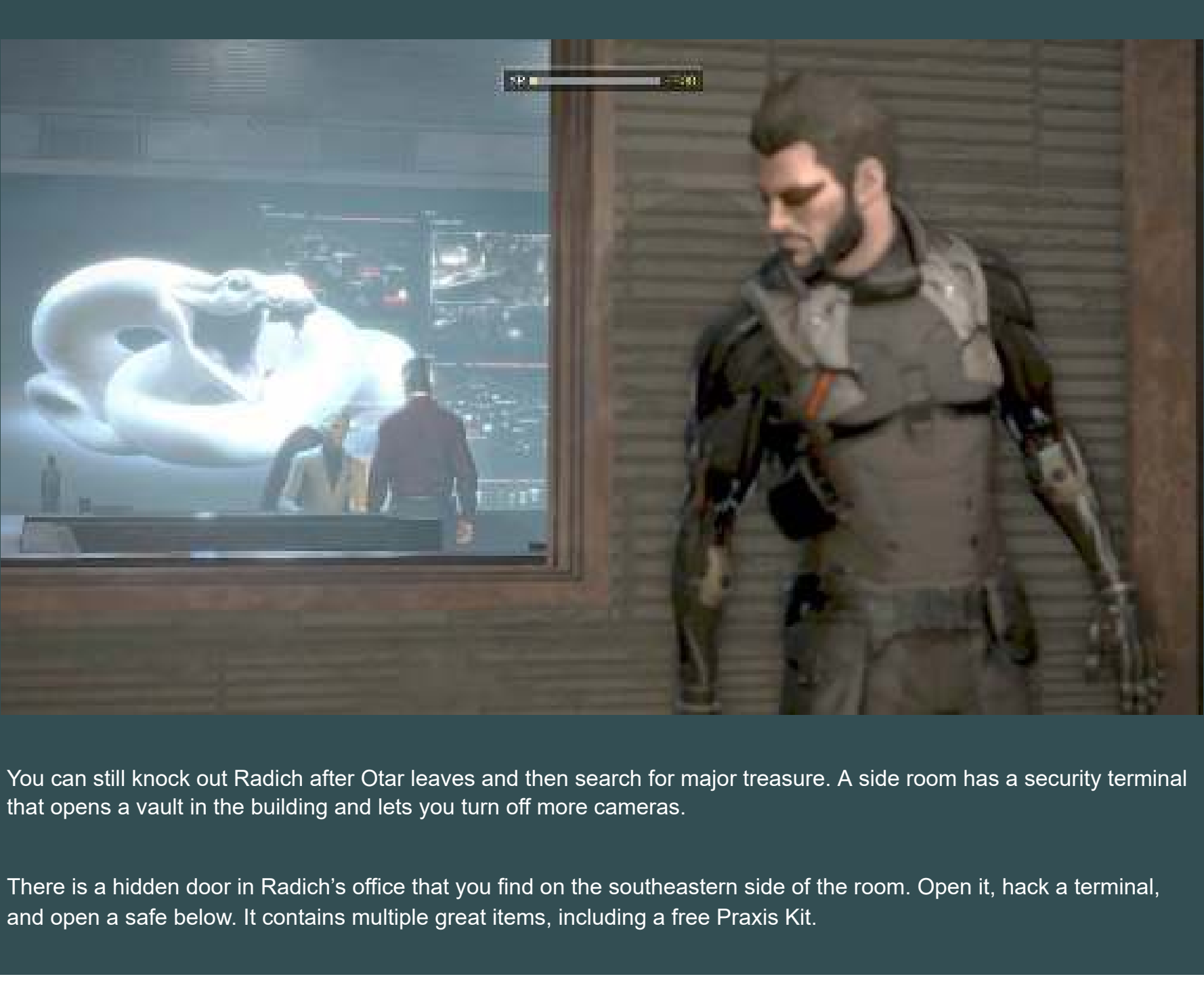
Drop down from the roof with your Icarus aug, and crouch as soon as you hit the bottom so that you aren't seen. Head upstairs, and turn left at the top. Watch out for a camera close by. You shouldn't need to use Invisibility if you time things correctly, but have it ready just in case you're about to get spotted.



Go to the western end of the hallway, and move two crates to get into the balcony area. Crawl through a small hole. Knock out the two lone guards in the next room; they're far apart and won't see anything. Then, go into the security room. Loot it for supplies, and hack the computer to turn off everything you can. This won't disable all of the cameras in the theater, but it takes out the ones you've passed already, making extraction easier.

Use the eastern hallway to get onto the actual balconies. The farthest one north is high enough to get you onto the catwalks above. This requires a tricky high jump from the railing, so save before you try it if you're concerned. If you fail, you fall in the middle of multiple Dvali guards, so it's a tad embarrassing.

Take the catwalks to the northern side of the building, and carefully come down. Jump over a laser fence to avoid detection, and sneak up on Radich's office from the west. Because there isn't an alarm, Jensen sees a cutscene where he learns about the terror attack without hacking Radich's PC.



You can still knock out Radich after Otar leaves and then search for major treasure. A side room has a security terminal that opens a vault in the building and lets you turn off more cameras.

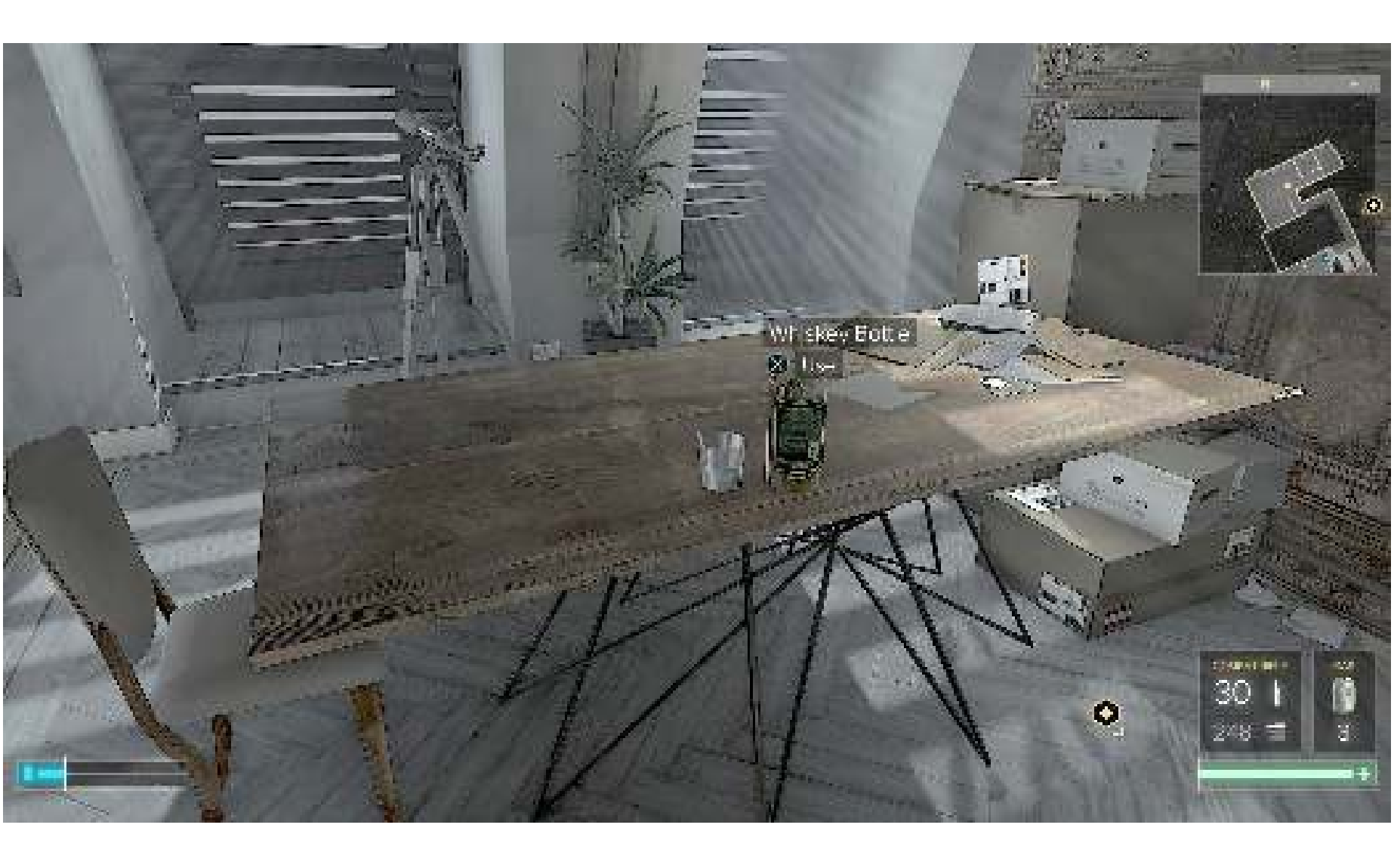
There is a hidden door in Radich's office that you find on the southeastern side of the room. Open it, hack a terminal, and open a safe below. It contains multiple great items, including a free Praxis Kit.

MEET VEGA AND THEN CHIKANE

OBJECTIVES

- Take the subway to southern Prague
- Go to Jensen's apartment
- Travel to northeastern Prague
- Meet Chikane

OVERVIEW



Leave the theater, and get to a subway station. Take it to southern Prague and go back to your apartment. You meet Vega there and talk about the next step.

TAKE A SWIG

If you want to see a minor cutscene, use the bottle of whisky on the living room table.

Using the subway again, go to Pilgrim Station in the northeast. Run or sneak to Chikane's helipad, and lift off from there.

POINT OF NO RETURN

Finish everything that you want to do in Prague before leaving. You're about to start the final mission in the game, so there is no turning back once you get there.

London

Overview

This begins your last mission in the game. Jensen goes through a briefing mid-flight with Macready, Miller, and the team. It won't be long until he's on the ground in London. Let's hope it's soon enough.

London

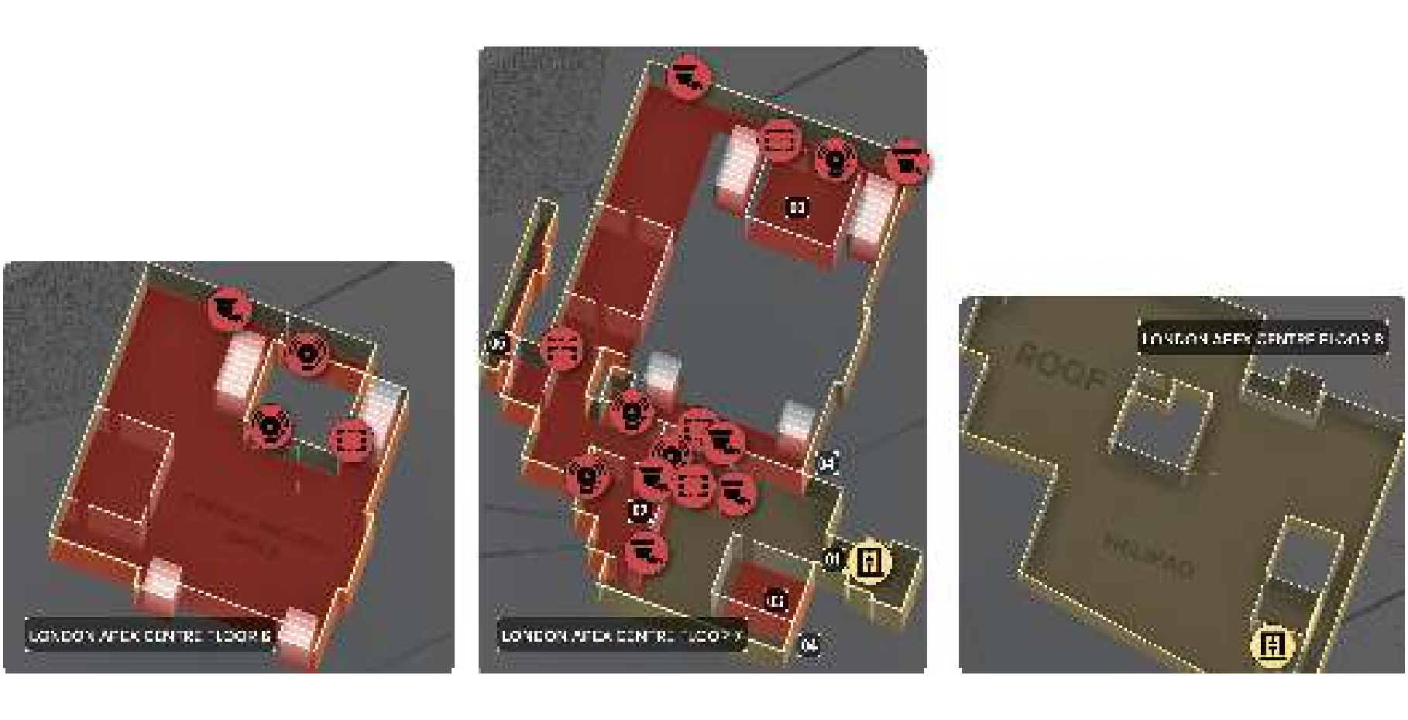
Securing the Convention Centre

MEET LIAM SLATER

OBJECTIVES

- Go to the CSO
- Go to Slater's office
- Activate the security override switch

OVERVIEW


ROOF
LONDON APEX CENTRE FLOOR 6
LONDON APEX CENTRE FLOOR 7
LONDON APEX CENTRE FLOOR 8
HELIPAD
01
02
03
04
05
06

MAP LEGEND

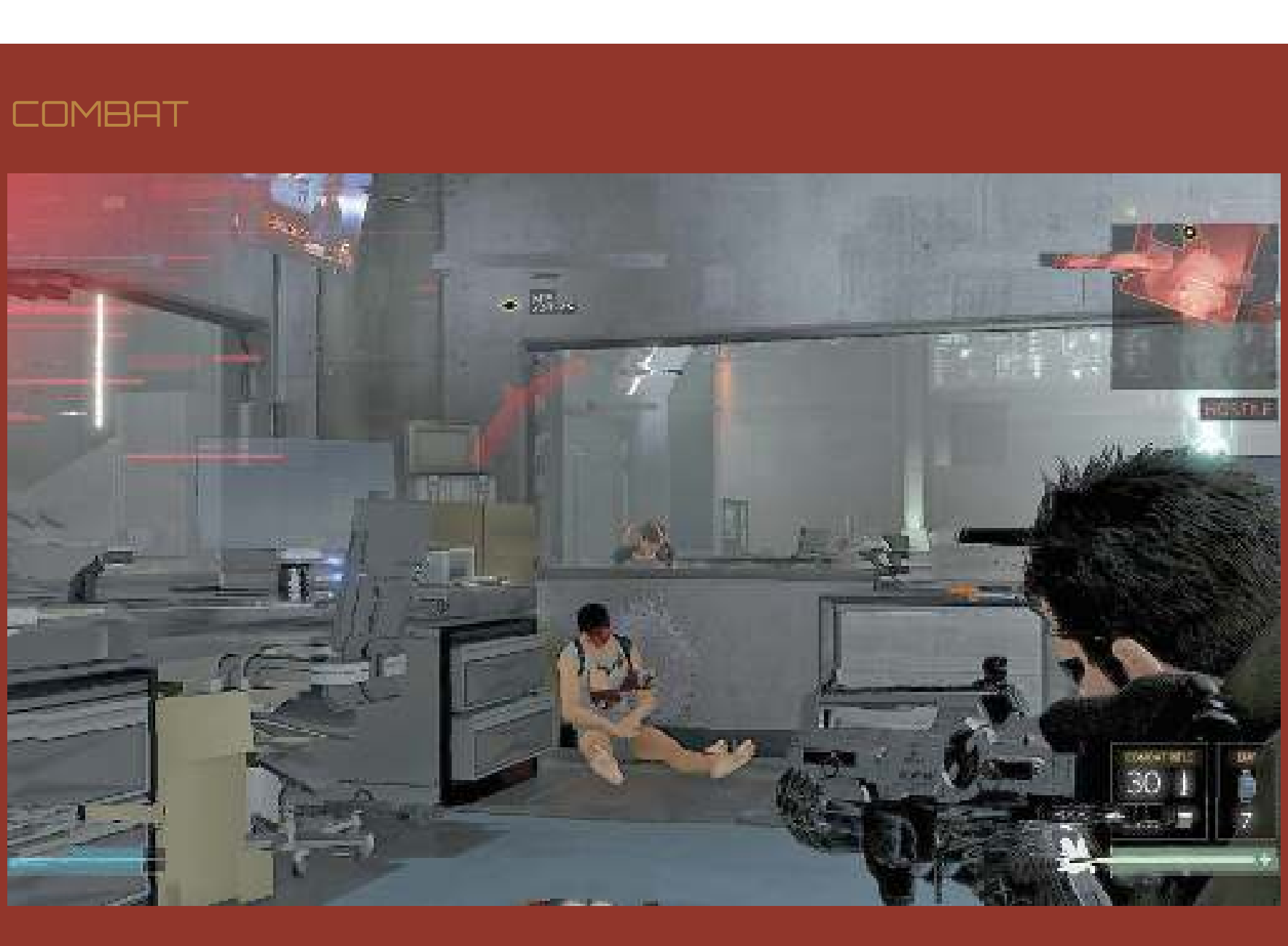
- **01**: Starting point from roof elevator
- **02**: Talk to security guard
- **03**: Security room
- **04**: Vent entrances
- **05**: Hidden area
- **06**: CSO (with security override switch)

Chikane gets you to London with all due haste, and you land to meet with Miller and Brown. When this is finished, you're left to your own devices again. You're asked to meet with Liam Slater in the Central Security Offices of the complex.

Take the elevator from the roof to the CSO. It's the only option that's unlocked at this time. Jensen talks to Janus during the elevator ride.

On the next floor, you're supposed to look around, get to Liam Slater's office, and then use the security override switch. That gets you to the next stage of the mission.

COMBAT



Everything goes really crazy if you start trouble here in the CSO, but it's nothing that you can't stop. Here is how to handle it. Equip an EMP Grenade ahead of time, and then gun down both of the guards in the first hall. Shoot farther off at the man inside the office, and kill him before a robot sentry arrives. Use the EMP Grenade on that target because it's a nasty enemy under any other circumstances.

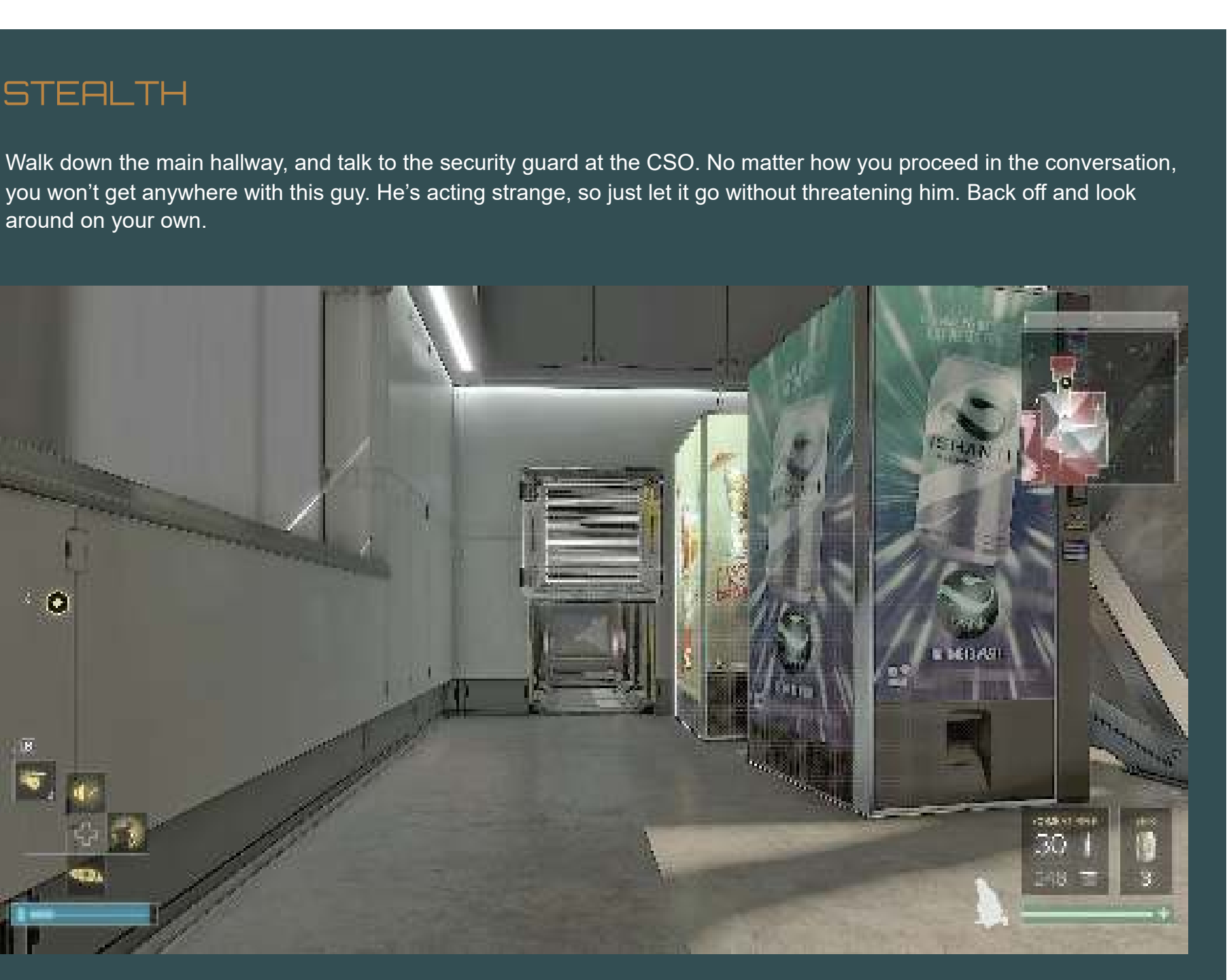
This gets you to the northern part of the CSO, but your enemies lock down the floor. Use the hidden area in the west to avoid the security doors, and then fight off the horde of targets. To make sure that you aren't flanked, come through the hidden area and break out the vent so that you can see the enemies in the room ahead. Fire from the vent until you've killed multiple targets. If you go all the way into the room, people tend to rush in and attack you from multiple sides. They have Invisibility augs, which make it a bit harder to down the incoming troops before they're in position to hurt you.

When it's over, jump up to the ductwork in the north, get into the CSO's main office, and disable the computer to get the code (**5395**). Alternately, just hack the security override switch directly.

If you've left anyone alive and caused this much chaos, Macready tells you to wipe out anyone who's still twitching so that they don't alert their allies. Go on a murder patrol to make sure that you've finished the job. When you're done, use the elevator from the beginning of the area to leave.

STEALTH

Walk down the main hallway, and talk to the security guard at the CSO. No matter how you proceed in the conversation, you won't get anywhere with this guy. He's acting strange, so just let it go without threatening him. Back off and look around on your own.



There are two soda machines down a side corridor. Move one of them to reveal a grate. Crouch and get inside, and then sneak into the room next to this point. Use a security terminal inside to disable all of the major security in the area.

Use the other path through the vent to go farther north. High jump from a middle room to another stretch of shafts, and come out in the next hallway, where two guards are looking away from you. Knock out the first, drag him away from some stairs, and then do the same to the guard across the way. Quickly bring them into the room on your left so that patrollers won't find their bodies.

Crouch and go east through the room where you stashed the bodies, and break through a heavy vent into a hidden area. This takes you to another vent; it leads down into the lower portion of the CSO, on the sixth floor.

While Miller calls, get out of the vent. Sneak up behind the only guard in the office when you arrive, and knock him out. There are bodies there already, but there's nothing you can do about it.

It's very safe to lure more guards into the room. Knock them out and keep them inside so that no one sees them. However, you can also just creep out and go to the CSO using careful timing. Go under the stairs in the north, and look for a storage room. Move the crates in that room to uncover a vent. It gets you practically in front of the CSO's main office doors. Hurry inside when the camera to your left isn't looking, or use Invisibility to avoid detection.

When you're in the office, hack the computer to get the override code (**5395**), and use that on the switch by the main consoles. Override the security controls, and then watch a short scene involving Brown's speech. Loot the room before you leave; there is a Devastator Shotgun in a weapon's locker.

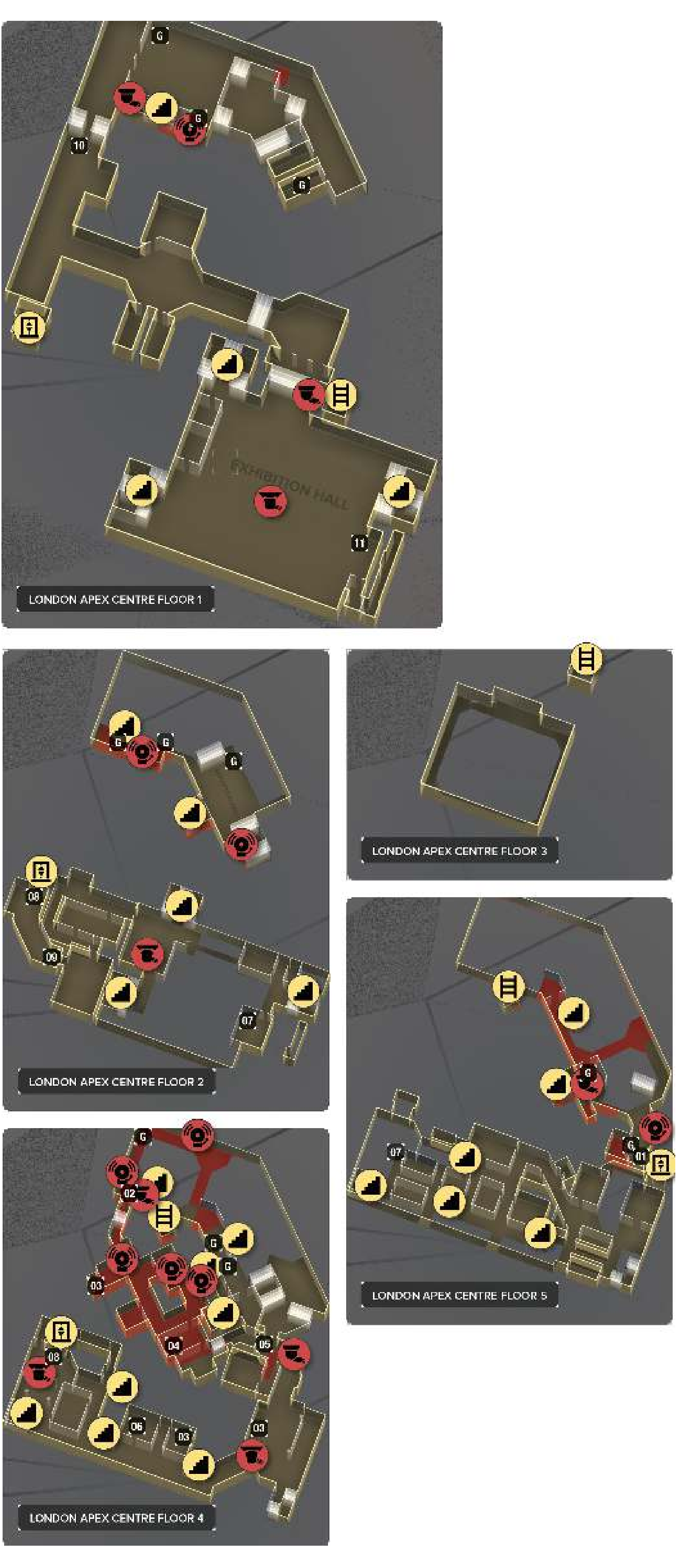
Sneak back to the main elevator. It's not locked, so you can descend to the lower levels.

GET INTO THE CATERING AREA

OBJECTIVES

- Ride the elevator down to the catering level
- Find the keycard on a guard
- Neutralize all 11 guards
- Move through the catering area

OVERVIEW


LONDON APEX CENTRE FLOOR 1
EXHIBITION HALL
LONDON APEX CENTRE FLOOR 2
LONDON APEX CENTRE FLOOR 3
LONDON APEX CENTRE FLOOR 4
LONDON APEX CENTRE FLOOR 5
01
02
03
04
05
06
07
08
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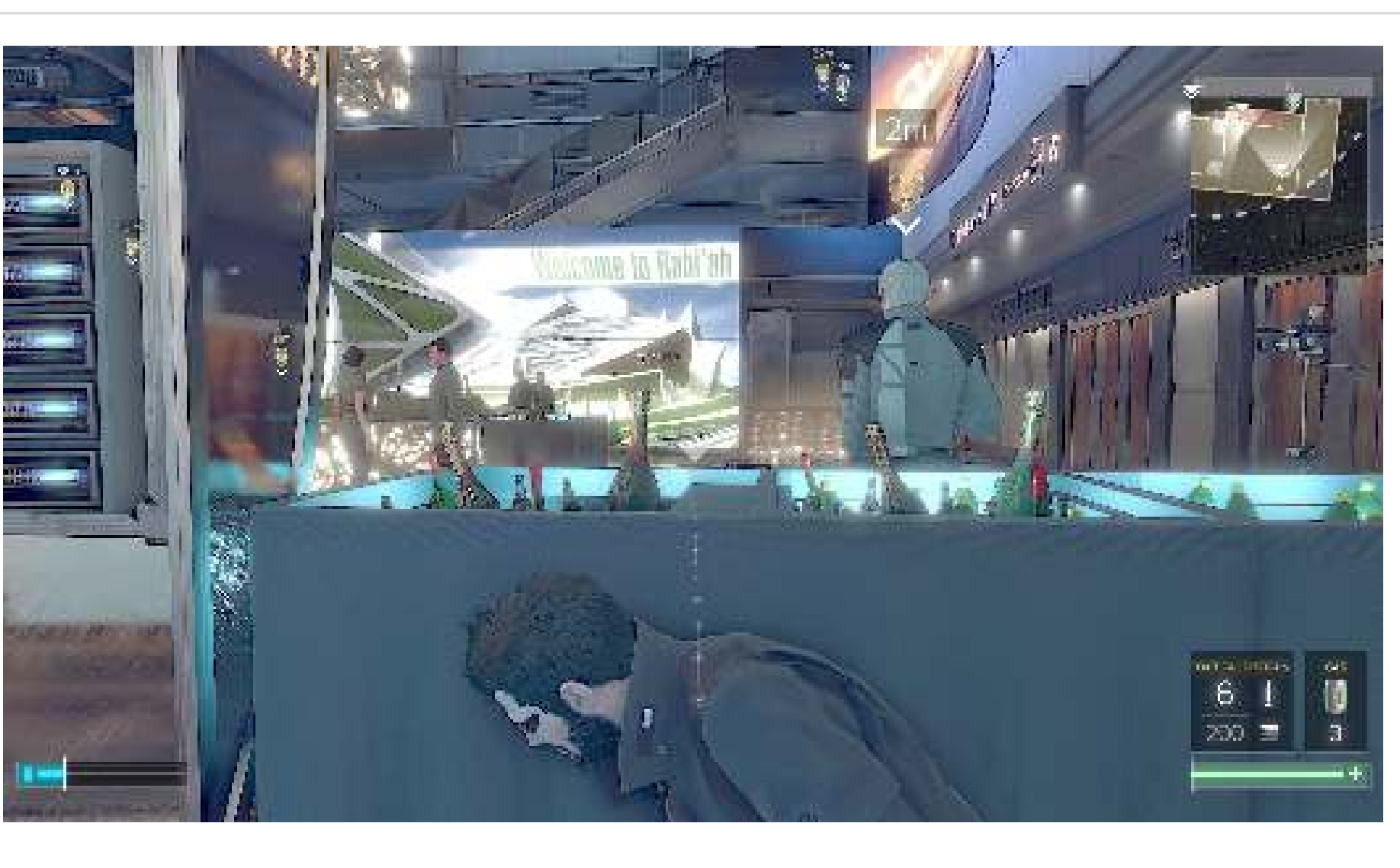
11
G

MAP LEGEND

- **01**: Entryway
- **02**: Keycard for catering area
- **03**: Vents
- **04**: Kitchen
- **05**: Unlocked during finale
- **06**: Crawl space
- **07**: Security system
- **08**: Delegate elevator
- **09**: Door to VIP room (Code 2202)
- **10**: Route to Exhibition Hall
- **11**: Weapon cache
- **G**: Guard positions

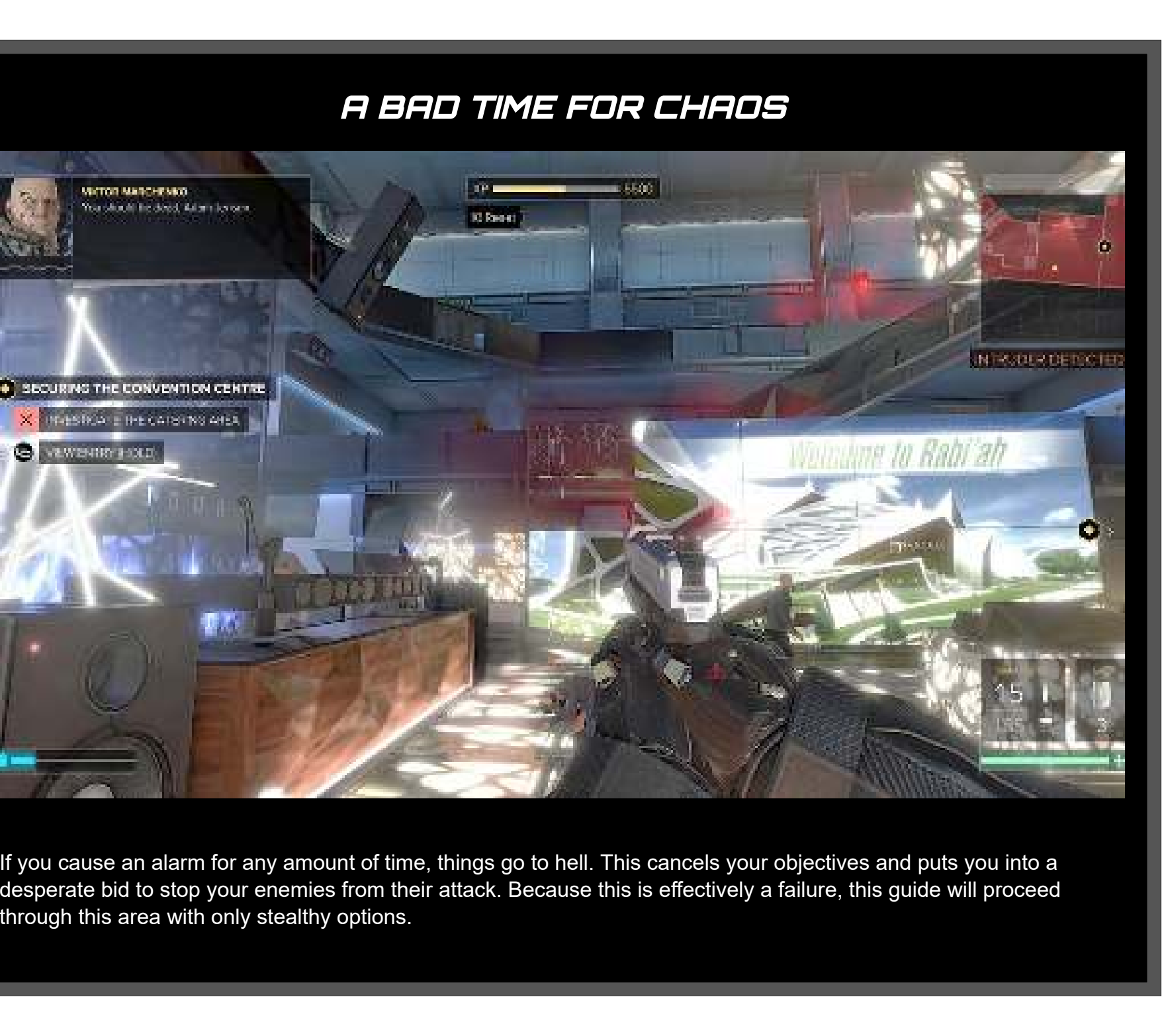


The party is taking place on levels 1-5 of the complex. There aren't nearly as many armed guards there, but you don't know which ones are compromised. It's important to take all of them out, though doing it quietly is a far better policy.

The 11 guards that you have to kill or knock out are distributed throughout the area. Most of them aren't close to each other, but you get in trouble if cameras or civilians spot your actions. That makes this tricky in a few spots.

Most of the guards on the lower levels are the easier ones. They have their backs to non-restricted areas that nobody goes into. Thus, you can go around the guards without anyone caring. Take cover behind them, and use Takedowns to instantly pull the hapless targets out of everyone's line of sight. Easy enough.

A BAD TIME FOR CHAOS



If you cause an alarm for any amount of time, things go to hell. This cancels your objectives and puts you into a desperate bid to stop your enemies from their attack. Because this is effectively a failure, this guide will proceed through this area with only stealthy options.

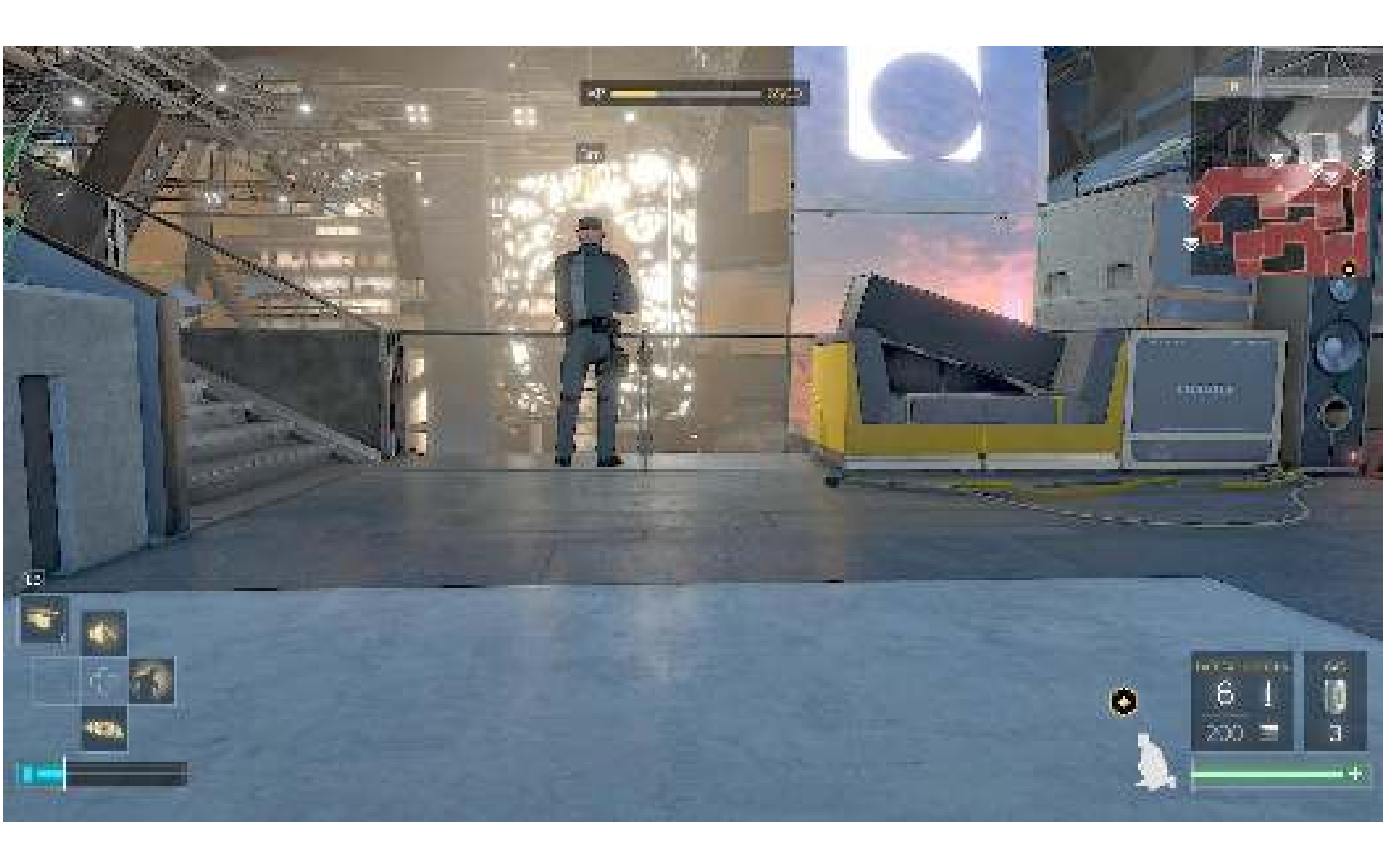
Level 1

Three guards. Two of them are in non-restricted areas and pose no threat. Get behind them, stay in cover, and take them down. Zero chance of failure as long as you make sure that no one is looking directly at them when it happens.

The man guarding the restricted zone is the only toughie. Get up to Level 2, as you'll learn about in a moment. That lets you climb down the stairs behind him for a silent attack.

LOOT THE GUARDS

Remember to loot all of the guards that you defeat so that you obtain your keycard for the catering area!



Level 2

Three guards. Get to the northern part of Level 1, high jump from the railing up to Level 2, and get behind these guards. This makes the two in the restricted zone easy to take out. They're close together but patrol apart for a fair amount of time. The guy to the east is out in the open. Walk behind him, take cover, and use a Takedown to silence him. He won't be visible to the civilians, so leave his body there.

Level 3

Nothing.

Level 4

Three guards. Climb up to this restricted area from the lower levels. With brief observation, you can see that the guards patrol simple areas. Ambush them when they're alone, stash their bodies out of sight, and repeat the process until everyone is down.

Level 5

Two guards. The southern one is close to the elevator. Go around the corner, crawl into a vent, and then go into a room behind the guard. Take cover, open the door, and use a Takedown to drag him into the room. Close the door when you leave.

The northern guard is really tricky. He's in a restricted zone with camera coverage of his position. The funniest way to beat him is to climb up the stairs behind his area. Sneak along the wall to avoid the camera, and get directly behind him. When the camera is turned away, use a Takedown. Then, move the soda machines into position to block the camera's line of sight on him. You can also drag him away, but the soda solution is pretty darn amusing.

You might get the access key that you need really quickly, but you should knock out all of these guys regardless.

Once everyone is down, move into the catering area. The entrance is in the northwestern part of the map. Go up to Level 4, in the restricted area, and unlock the door with the keycard that you looted from the guards.

Go into the first room on the right. In a rear area, there is a vent that gets you farther south. Drop into the next room, and pull a guard into it with a Takedown. The other hallway guard patrols down there, so wait for him and get another simple knockout with a few moments of patience.

Walk around the bend in the corridor, and approach the last guy in this stretch, who's in a control room. Wait for him to get up and turn his back, and then slap him down.

Go into the kitchen and meet Miller. Talk with him, and then make a choice at the end of the conversation. You have a split path here: try to save the delegates in the area, or go after Marchenko. Both can be completed, and both have a chance of failing. The end of the game changes depending on your success with each mission.

Right now, decide which one you want to try first.

You should also talk to Miller again before leaving the kitchen. You have the ability to help him. Doing this demands that you act quickly when it's time to save the delegates, but that's fine if you're willing to practice. Succeeding means that you get the best possible ending, so why not go for it!

Stopping Marchenko

STOP MARCHENKO BEFORE HE BLOWS UP THE TOWERS

OBJECTIVES

Go north and enter the exhibition area
Defeat Marchenko

OVERVIEW

Whenever you start on this mission, a bomb timer begins. After 10 minutes, you won't be able to save the bomb without either having the Bomb Jammer from "Confronting the Bomb-Maker" or using a kill switch.

So you can avoid these extra difficulties, there are tips for dramatically cutting down on your time in this section.

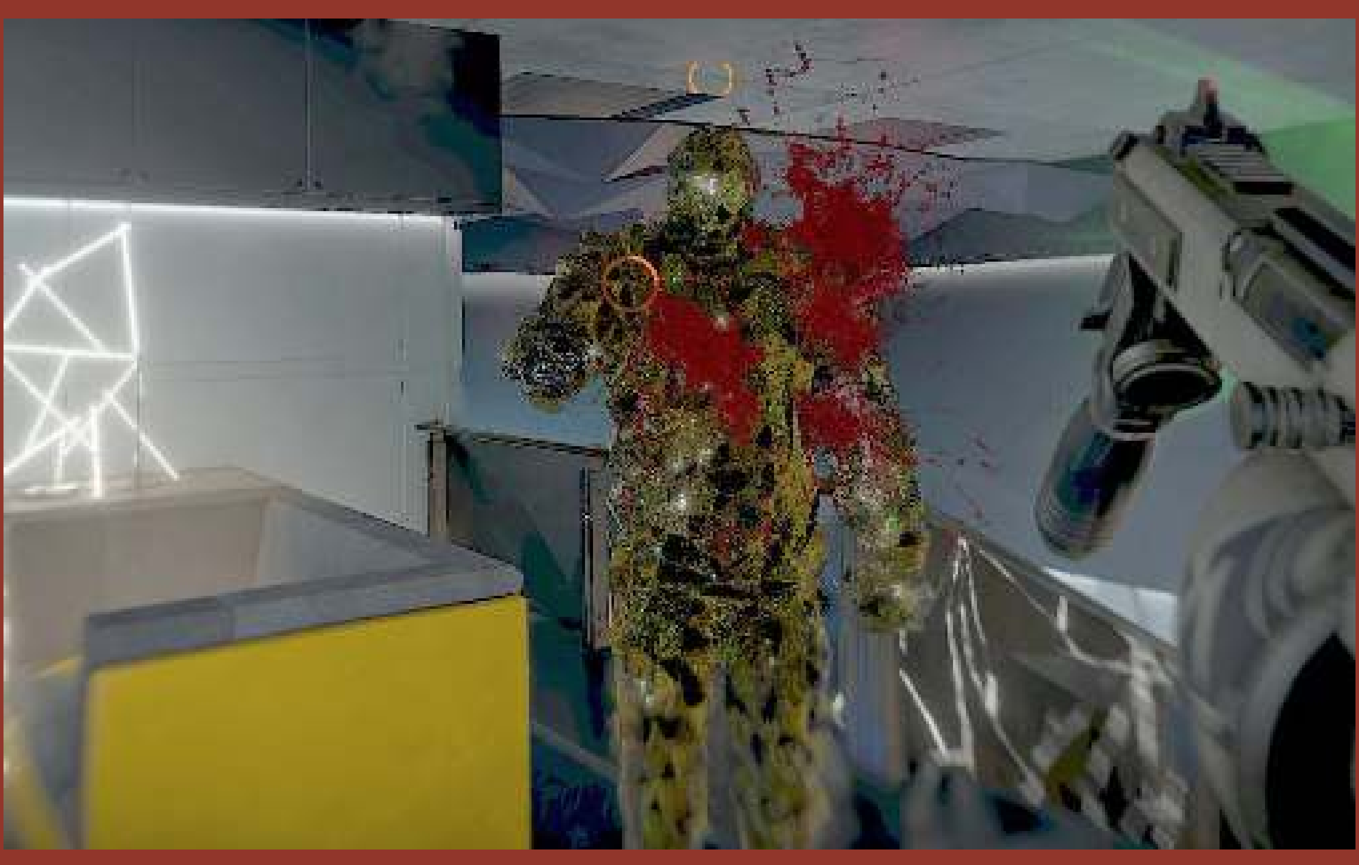
In any event, you start off by running to the northern side of Level 1. There used to be a gate blocking access to the exhibition hall, but it's been raised. Rush toward the series of doors ahead, and then watch a cutscene as Jensen arrives.

Marchenko is in the hall with multiple traps, drones, robots, and his variety of augmentations. Whether you want to spare him or not, it's time for a fight. When it ends, you move on to "Protecting the Future," unless you've completed that already. If you have, the game ends soon afterward.

COMBAT

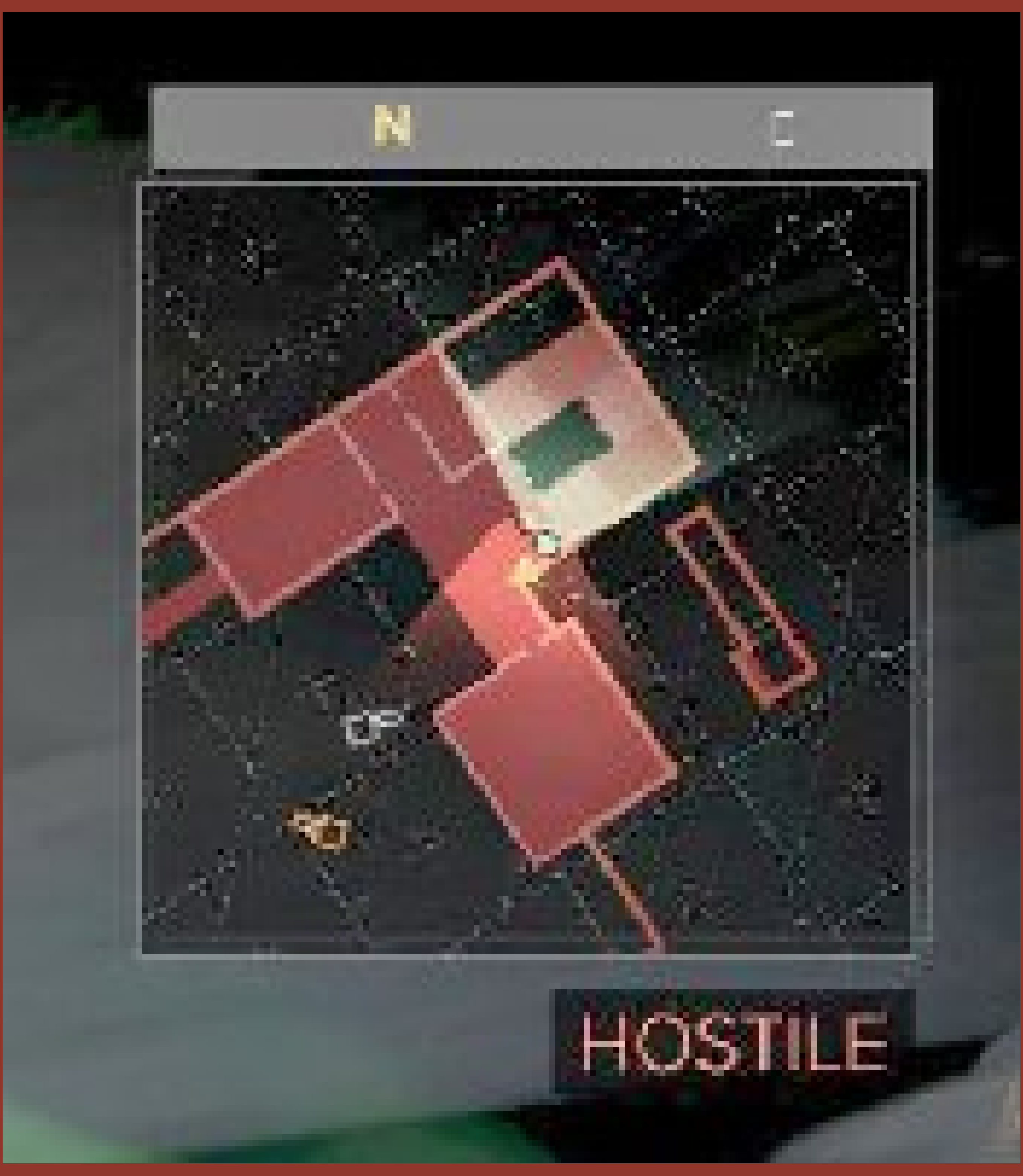
BOSS FIGHT

Marchenko



Stay low and head left. Jump up and onto the staircase to the upper part of the area, and move forward toward a series of large crates. Move them and sneak into a computer room (it also has duct access if you take a longer route, around the northern side).

Hack or use a Multi-Tool on the security computer and disable the only camera in the room. Then, turn on Friendly Fire for the robots because they'll end up hurting Marchenko and the drones. Use ranged weapons from the upper tier to kill off any remaining drones during the confusion, and then wait for Marchenko to come up to you. The turrets make him dangerous to fight in the middle of the room, so it's to your advantage to fight him upstairs.



With Marchenko weakened and alone, he'll be easy pickings. Use Smart Vision to track him, and either lure him toward a robot or wait for him to get heavily engaged by one. That's the time to strike!

Employ all of your offensive augs to gain an advantage here. There's no need to save many stims or Biocells, so use what you have and fire Shotgun blasts and grenades into Marchenko. He soaks up a huge amount of damage, but he doesn't get to fire back much. The incoming attacks stagger him, and having a robot buddy makes this even easier to pull off.

Search him after he falls--he's carrying a Praxis Kit.

STEALTH

Why have a long and protected fight when so many people's lives are on the line? Don't do it. Instead, stay hidden at the front of the exhibition hall. Marchenko fires blindly toward you, but he doesn't know exactly where you are. Let him get closer. When he's within shooting range, use your Tesla augmentation to stun him. Charge forward, use a Takedown, and then search him for loot. EMP Grenades also work, but they're harder to hit him with, so the Tesla aug is superior.

That's it. The big guy goes down like a ton of bricks if you land that stun + Takedown combo. He should have been more careful.

FIND AND PROTECT THE DELEGATES

OBJECTIVES

- Get into the southern restricted areas
- Use the southern elevator
- Enter the code (**2202**) to get into the VIP room and save the delegates

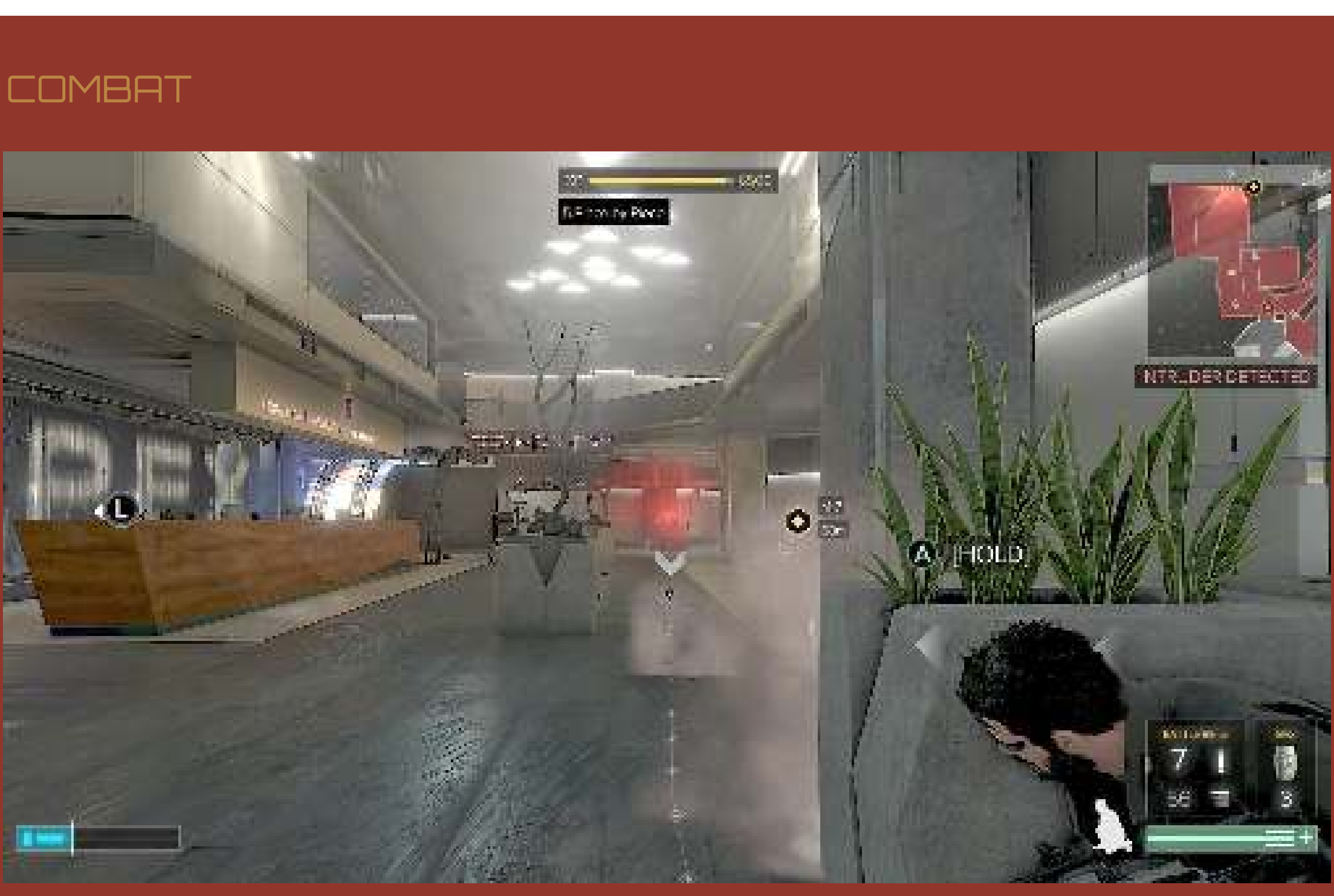
OVERVIEW

Use the eastern exit to leave the kitchen, and then quickly head south. A new portion of the level has been unlocked. Go into that area, and hurry toward the southern elevator. You have, at most, 25 minutes to save the delegates. If you take more than 10, they'll be poisoned and require additional assistance to survive.

That means that it's worth saving at the beginning of this section and practicing your run so that you learn how to do it quickly and efficiently. This is possible with both combat and stealth approaches, so you're fine to approach the situation either way now.

If you do this mission first, you then transition into "Stopping Marchenko." Both missions have 25-minute timers until total failure, but only 10-minute timers for guaranteed success.

COMBAT



This is usually the slower route, but players who prefer combative solutions can still get the job done with minutes to spare.

Don't use the vents if you don't want to. Walk directly into the first hallway, and destroy the guards and the turret ahead. Sniper Rifle attacks are great in this extended corridor, but a Battle Rifle or grenade attack can also work in your favor.

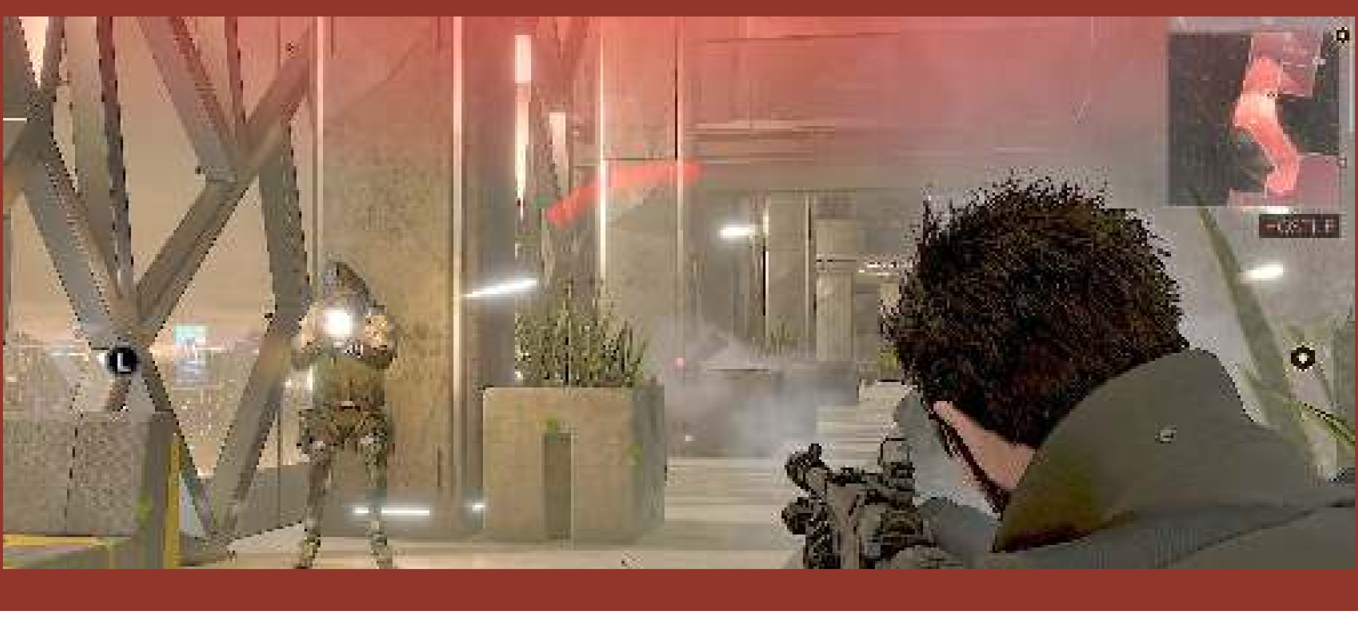
Restore any lost health, pop some Painkillers, and proceed around the bend. This is the big part of the fight. Take cover by a set of stairs, and shoot the enemies who come from both levels ahead. Watch your

back in case anyone from above flanks you, but only one guy is in a position to really do this. Once he's dead, you are in better shape.

Retreat if and when anyone throws grenades at you; the bend in the corridor offers considerable protection and time to rest if you require it.

When the big fight ends, the men by the elevator have mostly run over to you and died already. You can shoot anyone left over at leisure, but watch out for invisible targets.

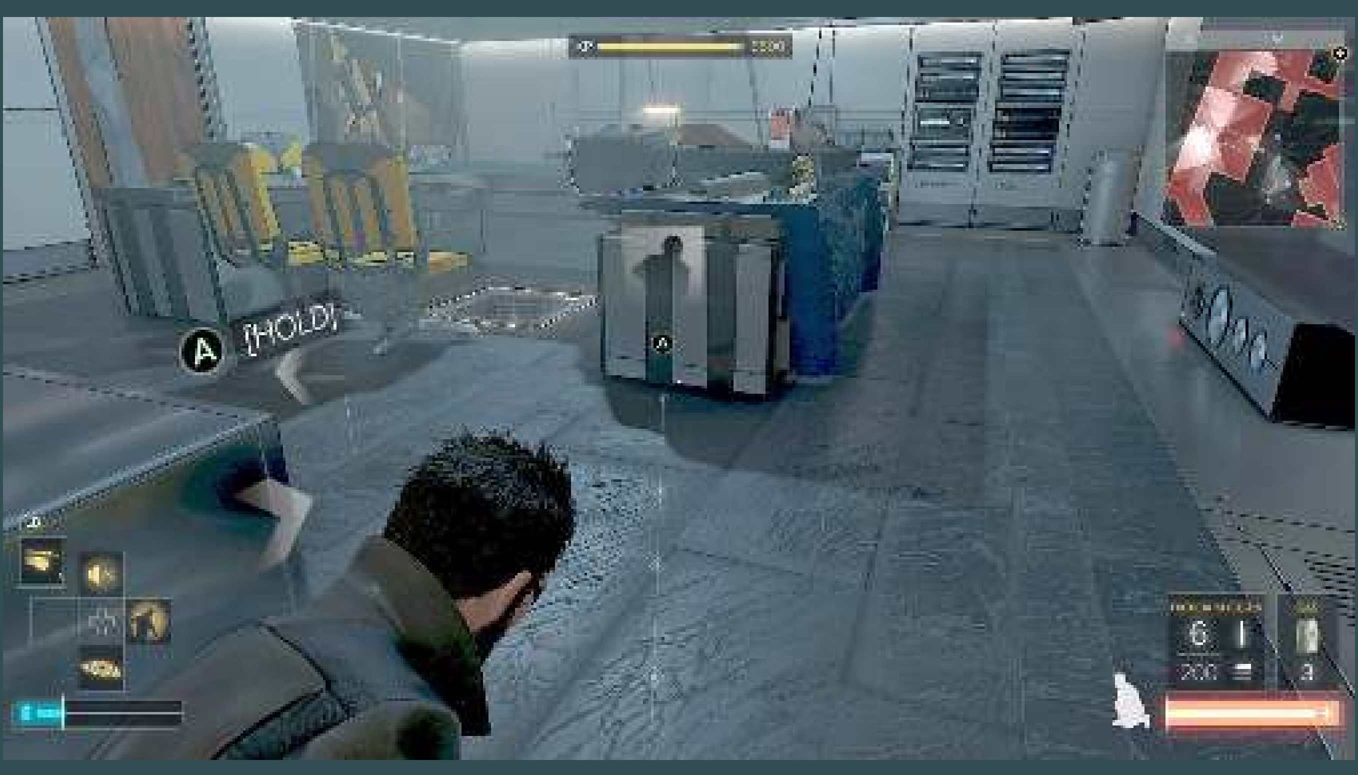
Take the elevator down to the lower floor. Use the code (**2202**) to get into the VIP room and save the delegates.



STEALTH

Use a mixture of Invisibility and quiet movements to get into the vent systems throughout the new area. Hug the walls on the right as you proceed, and then get to the vents as soon as you can. The main vent takes you into a small room about halfway through the southern area. Open the door, and hide in a small hallway while you hack into the room across the way.

Use a floor grate to get into a crawl space, which takes you almost all the way to the elevator.



The last stretch is very well protected by a turret and multiple guards. Use Invisibility to get over to the call button. Press that, use Biocells to extend your hiding time, and then rush into the elevator when it opens. This is an expensive way to do everything because it uses some of your reserves, but it's a great way to accomplish the section at high speed and without killing anyone!

If you're capable of multi-Takedowns, the guys at the elevator can be knocked out together. You're going to burn through plenty of energy either way, so this is more a matter of preference.

The elevator takes you down to Floor 2. Vega calls if you have Rucker's evidence, and she'll tell you that the code to the terminal ahead is (**2202**). Though you can hack the door, entering the code is much faster.

Jensen barges into the VIP room and stops the people from drinking as long as you've beaten the 10-minute time limit. Using stealth and Invisibility, this is very doable.

When you're done, complete "Confronting Marchenko," or keep reading to see the resolution of the story.

London

Resolution

For beating the game the first time, you unlock New Game + so that you can go back through the story.

You also get I Never Asked for This difficulty so that people who thought the first run was too easy can really put themselves through the wringer.

In the post-game, you get to see Jensen and Vega have a conversation back in Jensen's apartment. Afterward, the credits play. Stick around! There is one more goodie after the credits end.

System Rift DLC

Introduction

This *Deus Ex: Mankind Divided* add-on mission features the return of Adam Jensen, the augmented field agent working for Interpol's elite counterterrorism group called Task Force 29. As the story opens, a former colleague from Jensen's days with the cyber-security team at Sarif Industries calls to ask a favor. Frank Pritchard wants Jensen to find a contact known as "Slaw" in a Prague bar, Zátopek.

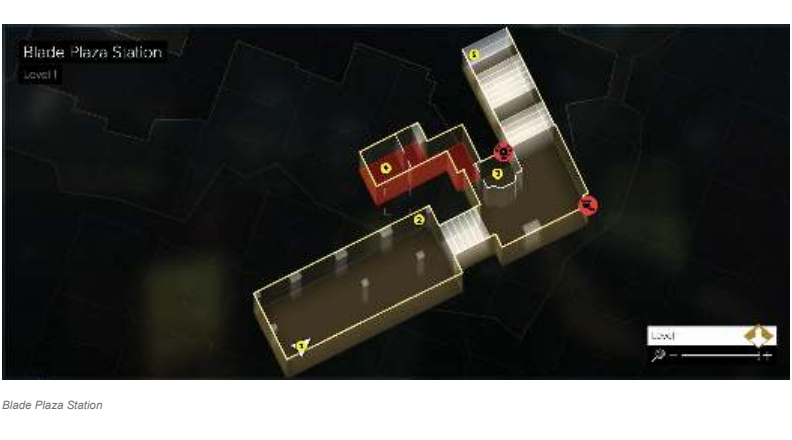
System Rift DLC

Gain Access to the Palisade Bank

OBJECTIVES

- Go to Zátopek bar and find Slaw
- Get into Konverz Kafé
- Activate the holographics system
- Go to ShadowChild's apartment
- Find ShadowChild

OVERVIEW



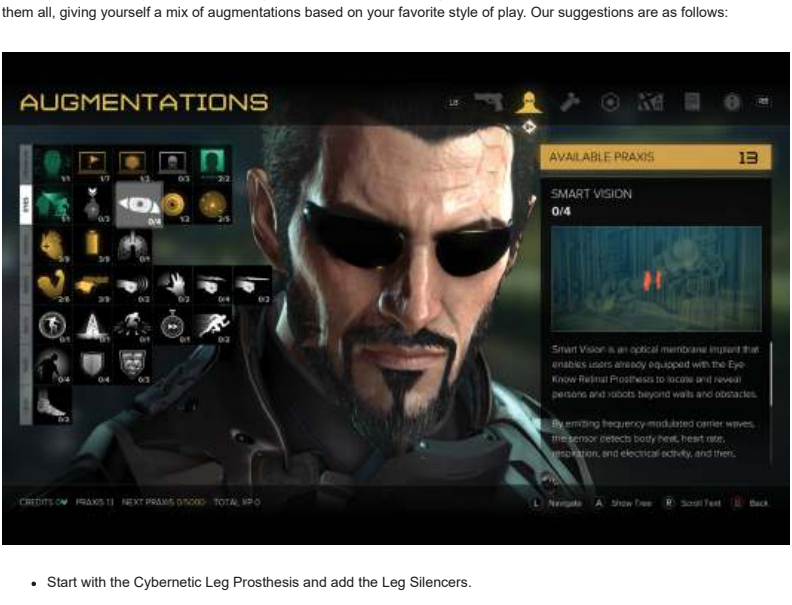
Blade Plaza Station

MAP LEGEND

01: Start
02: Vent (via catwalk)
03: Ticketing Office
04: Security Office
05: Exit

ALLOCATE YOUR PRAXIS!

Before you do anything else, open the in-game menu and scroll to Augmentations. You start with 13 Praxis points. Allocate them all, giving yourself a mix of augmentations based on your favorite style of play. Our suggestions are as follows:



- Start with the Cybernetic Leg Prosthesis and add the Leg Silencers.
- Add the Icarus Landing augmentation so you can leap safely to the ground from heights.
- Select Cybernetic Arm Prosthesis and add the Punch Through Wall and the Optimized Musculature upgrades. You'll encounter several structural weaknesses that you can punch open; you also want the ability to move heavy objects to uncover vents and create passages.
- Upgrade your Hacking Capture to LV.3 to hack level 3 security. systems.
- You need the experimental Icarus Dash and the Charged Dash upgrade to reach the three hidden Praxis Kits--two in the Blade Plaza area and one in the Blade airshaft.
- Also consider adding the experimental Remote Hacking augmentation so you can hack electronic devices from a distance. This ability can be very useful in the latter stages of System Rift, especially if you spend another Praxis point on its Security Domination upgrade.
- After that, spend any remaining Praxis points on augmentations that suit your favorite style of play. Our walkthrough is stealth oriented, so we prefer stealth-enhancing abilities such as Glass-Shield Cloaking to move invisibly past guards; Smart Vision (plus the Magpie upgrade so you can scan for useful items); Vision Feedback (under Wayfinder Radar System) to see which way enemies/cameras are looking; or any of the Hacking enhancements. But again, make choices that suit your own style.
- Later, after you infiltrate the Palisade Blade facility and pick up more Praxis Kits, add the Turret Domination upgrade in the Hacking Capture augmentation tree. (This will help a lot in the final phases.) It's also a good idea to buy the Implanted Rebreather. One corridor of the building is filled with a toxic fog, but conceals a valuable collectible item.

CLEAN SWEEP

You earn this Trophy/Achievement if you can complete the entire System Rift story without killing anyone.

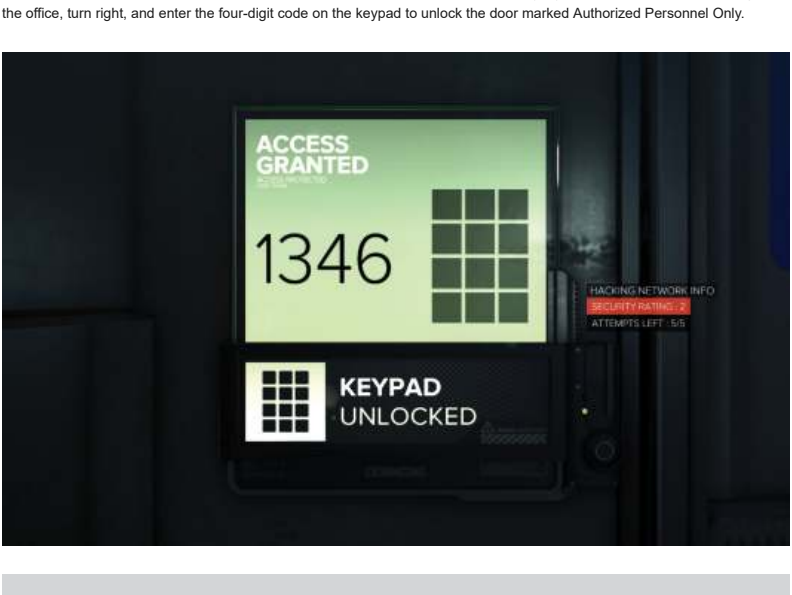
EXIT THE METRO STATION

You start out on the train platform of the Blade Plaza Station. If you want, you can just climb the stairs to exit the station, and then head to the Zátopek bar. But almost every nook and cranny of Deus Ex Mankind Divided features hidden or hard-to-access rooms filled with useful loot. This Metro station is like a microcosm of the larger game. Let's explore it to find some of its bounty.

OPTIONAL: LOOT THE METRO STATION SECURITY OFFICE

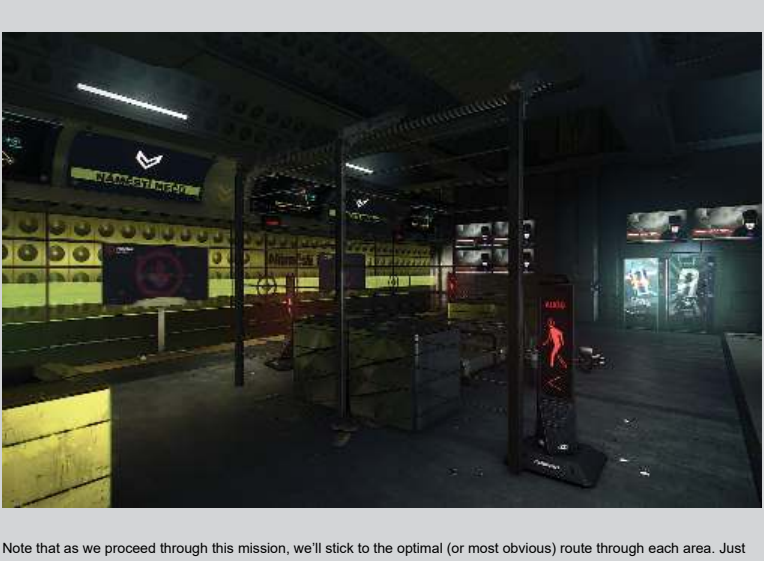
From the start, climb the exit stairs and turn left into the small corridor at the top. Open the door to the Ticketing Office on the right and step inside. Here you can press the EG Switch just behind the door to lower metal shutters over the windows for privacy, if you want.

Loot the office to find the sticky-note next to the doorway[md]it has the code "1346" written on it. Aha! (You can also try to hack the Alarm Panel on the wall and then deactivate the alarm, but it's not necessary if you follow this nonviolent path.) Exit the office, turn right, and enter the four-digit code on the keypad to unlock the door marked Authorized Personnel Only.



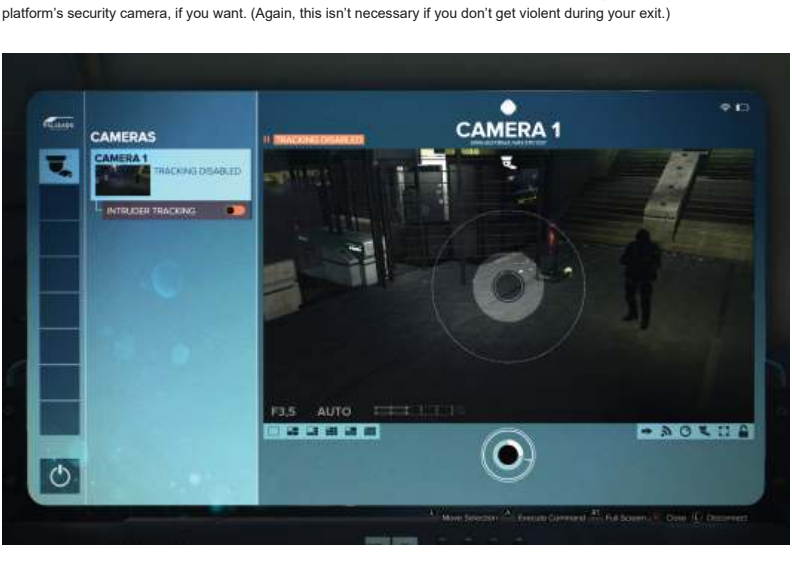
ALTERNATE ROUTE TO SECURITY OFFICE: CATWALK & DUCT

In typical Deus Ex fashion, the designers give you more than one way to infiltrate the Metro Security Office. Here's a stealthier route: from your starting location on the Metro platform, climb the metal cables strung across the frame just ahead. At the top, leap over to the catwalk and find the ventilation duct at the far end. Open the vent cover, then crouch and follow the duct to another vent cover. Open it to enter the Security Office.



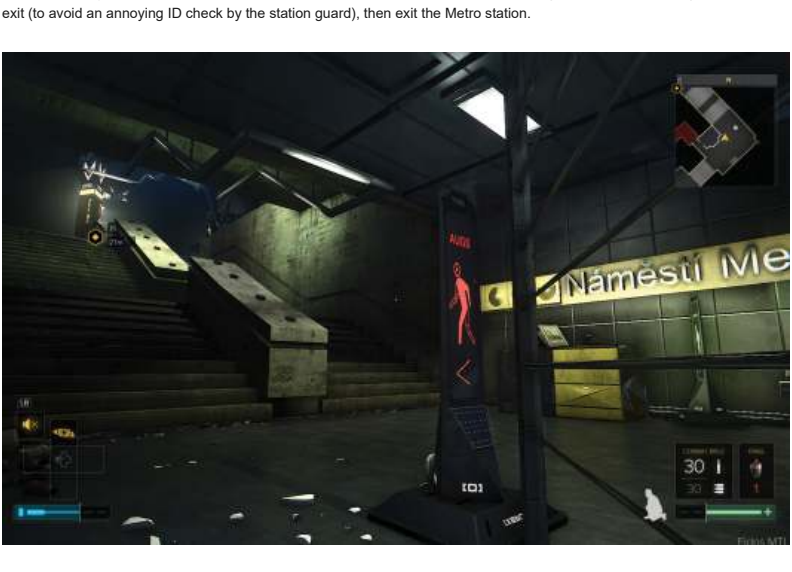
Note that as we proceed through this mission, we'll stick to the optimal (or most obvious) route through each area. Just keep in mind that multiple pathing usually exists.

Move through the maintenance area (grabbing the Crafting Parts on the crate) and enter the unmarked Security Office. Here you can loot a number of useful items, including a spare Biocell in a locker and a Weapons Briefcase holding a 10mm Pistol and Pistol EMP ammo. You can also access a laptop on the desk to disable the Intruder Tracking function on the station platform's security camera, if you want. (Again, this isn't necessary if you don't get violent during your exit.)

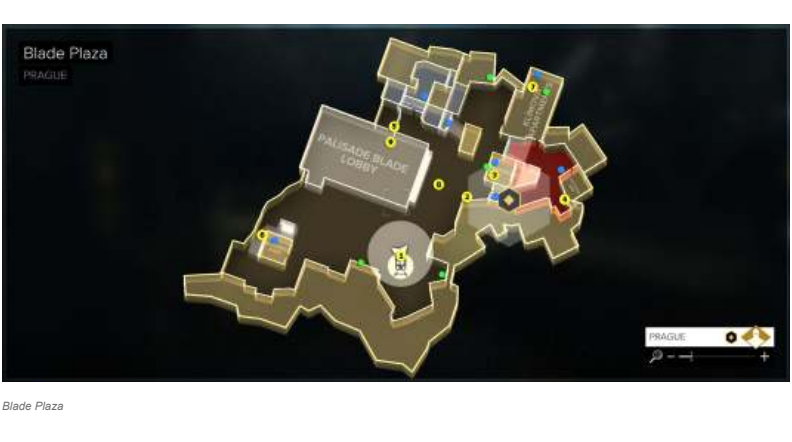


EXIT THE STATION

Exit the Security Office and return to the Metro's main corridor. Turn left and use the Augs chute to pass through the turnstile exit (to avoid an annoying ID check by the station guard), then exit the Metro station.



OVERVIEW



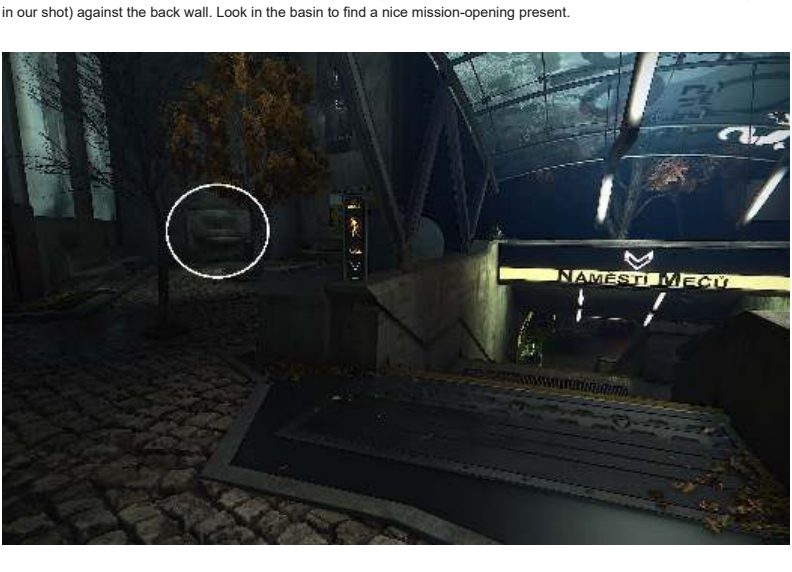
Blade Plaza

MAP LEGEND

01: Metro Station
02: Ladder (jump from police van)
03: Piomboybtzo Restaurant (upstairs: Bogda's apartment)
04: Vent entry into bar
05: Ladder to electrified sewer
06: Vent entry to Kafé (upstairs)
07: ShadowChild apartment (secret room)
08: Niko Saridakis
09: Lobby Desk Clerk
[BLUE DOT] = E-Book
[GREEN DOT] = Praxis Kit

OPTIONAL: SNAG TWO PRAXIS KITS!

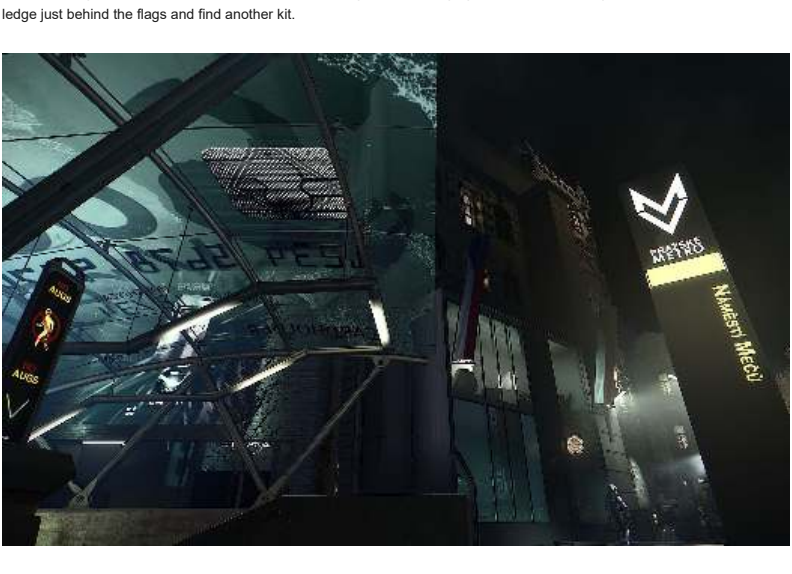
After you climb the Metro Station stairs to street level, turn right and head into the alcove. Approach the small fountain (circled in our shot) against the back wall. Look in the basin to find a nice mission-opening present.



PRAXIS KIT: FOUNTAIN NEAR THE METRO

This kit is underwater in the small fountain on the wall near the Metro Station entrance.

Now climb atop the glass canopy over the Metro Station entrance and stand at the front left corner, facing the building with Písek on the ground floor and two red-white-and-blue flag banners hanging in front. Use a Charged Dash to reach the wide ledge just behind the flags and find another kit.

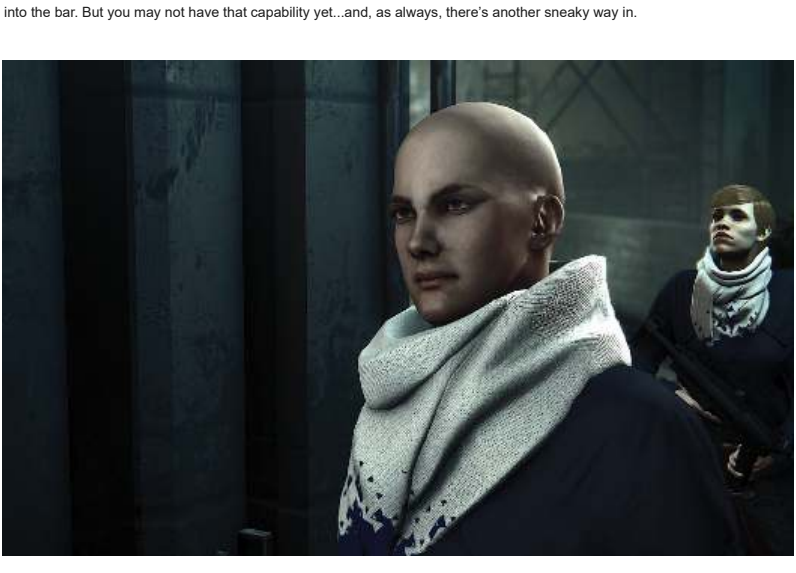


PRAXIS KIT: BALCONY ABOVE PÍSEK

This kit sits in a box on the wide ledge behind the flags hanging above Písek. To reach it, make a Charged Dash from the front corner of the glass canopy over the Metro exit over to the ledge.

FIND SLAW IN THE ZÁTOPEK BAR

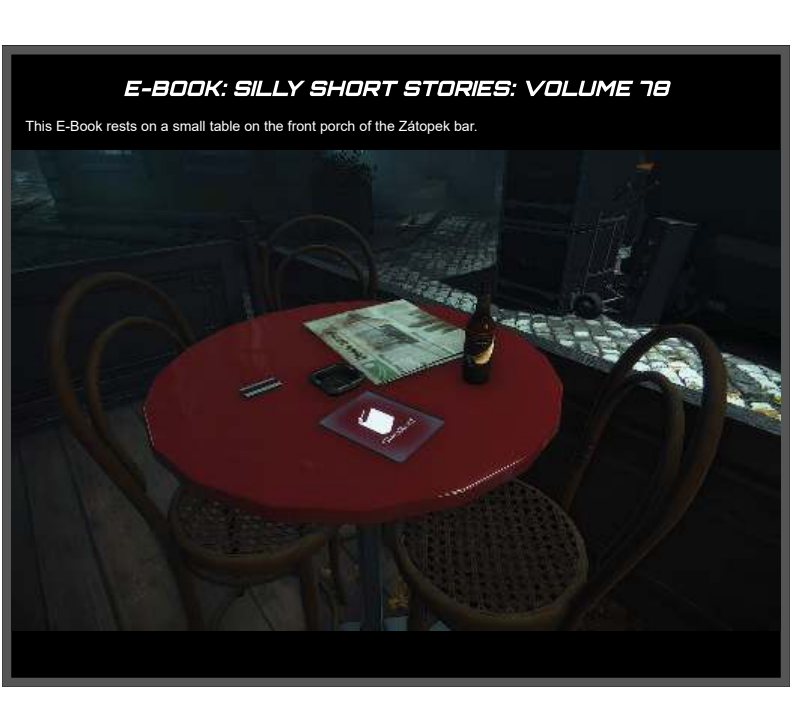
Follow the Objective Locator to the alley entrance marked "Naturals Only" off Klímová Street. Zátopek is tucked just down this alley, but a crew of hostile Anti-Aug Extremists refuses to let you pass. You could gun them down, which seems awfully harsh, or use your Stun Gun on them. But you'd end up in a full gunfight and attract the police, including a brutal Police Exo-Suit. Another option is available: After you choose Back Off, you could activate Glass-Shield Cloaking to sneak past the Extremists into the bar. But you may not have that capability yet...and, as always, there's another sneaky way in.



ZÁTOPEK
ROCK 'N' ROLL PUB

E-BOOK: SILLY SHORT STORIES: VOLUME 78

This E-Book rests on a small table on the front porch of the Zátopek bar.



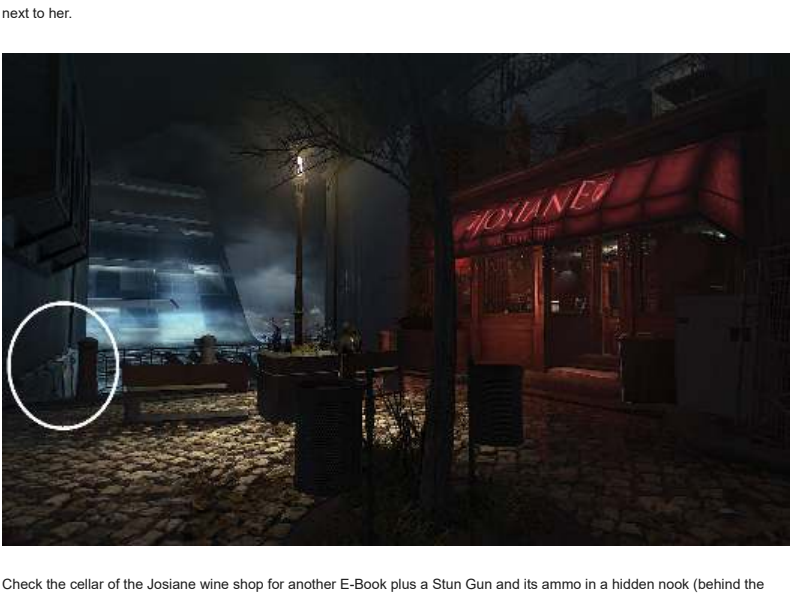
THE REWARDS OF EXPLORATION

Some doors on Klímová Street are inaccessible, but some are open, while others are locked but can be hacked open. Check out any building or room you can enter for pickup items.

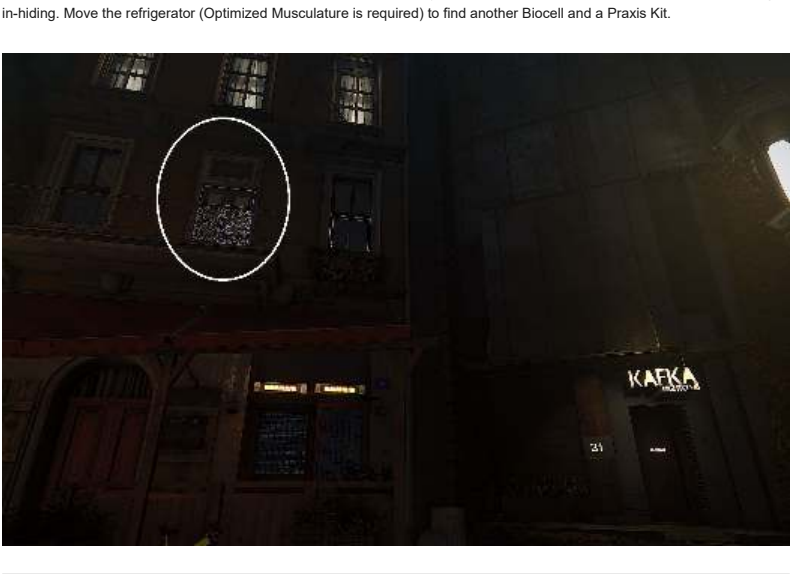
For example, inside the Piomboybtzo Restaurant, you can find an E-Book on a table in the dining room along with a Hypostim Injector inside a Medical Box on the bar (behind the concrete pillar).

PIOMBOYBTZO

Climb down the ladder near the Josiane wine shop to find a sewer-like alley filled with standing water electrified by a nearby malfunctioning generator. You can make a painful sprint to the generator and hit its Breaker switch to turn off the juice. Or you can reach the switch using a pair of plastic crates, placing them in tandem down the alley while jumping from crate to crate to avoid the electric current. Continue into the alcove where a homeless woman sleeps in her makeshift den; find the E-Book next to her.

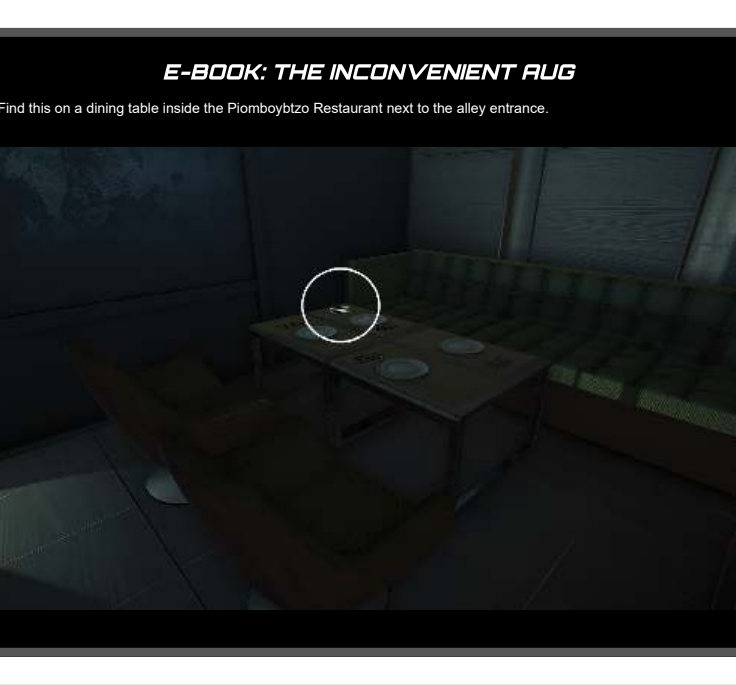


Check the cellar of the Josiane wine shop for another E-Book plus a Stun Gun and its ammo in a hidden nook (behind the stacked refrigerators). Behind the barrels in a storage room is a vent that leads to the electrified sewer. Just left of the closed Kafka Nightclub, jump onto the red awning above the bicycle, hop to the balcony, and enter the studio apartment door. Loot the place for Painkillers and a Biocell, then read the Pocket Secretary to learn that the occupant's name is Edmund, an Aug-in-hiding. Move the refrigerator (Optimized Musculature is required) to find another Biocell and a Praxis Kit.



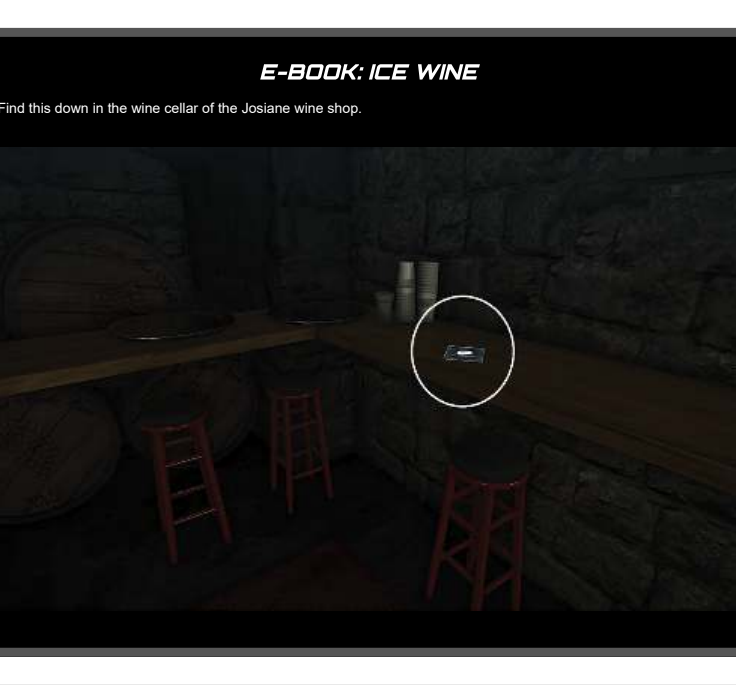
E-BOOK: THE INCONVENIENT AUG

Find this on a dining table inside the Piomboybtzo Restaurant next to the alley entrance.



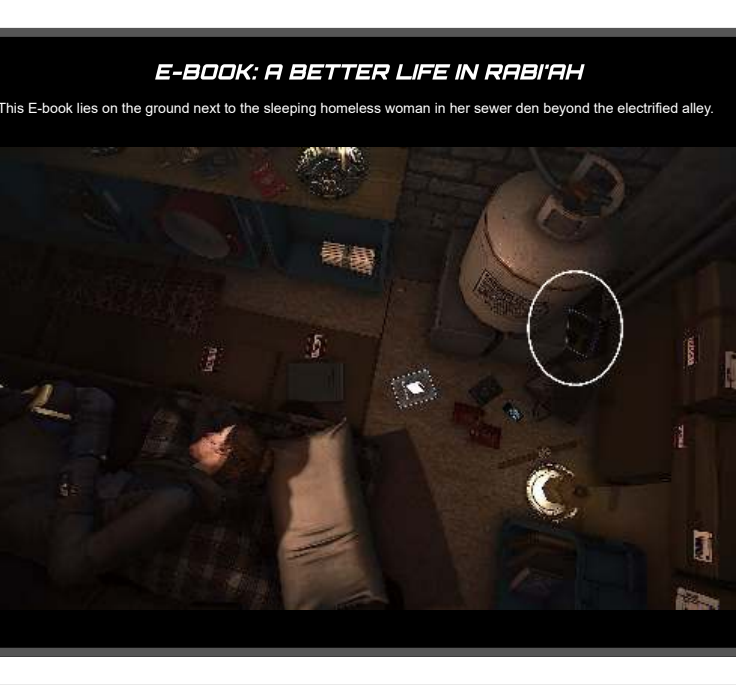
E-BOOK: ICE WINE

Find this down in the wine cellar of the Josiane wine shop.



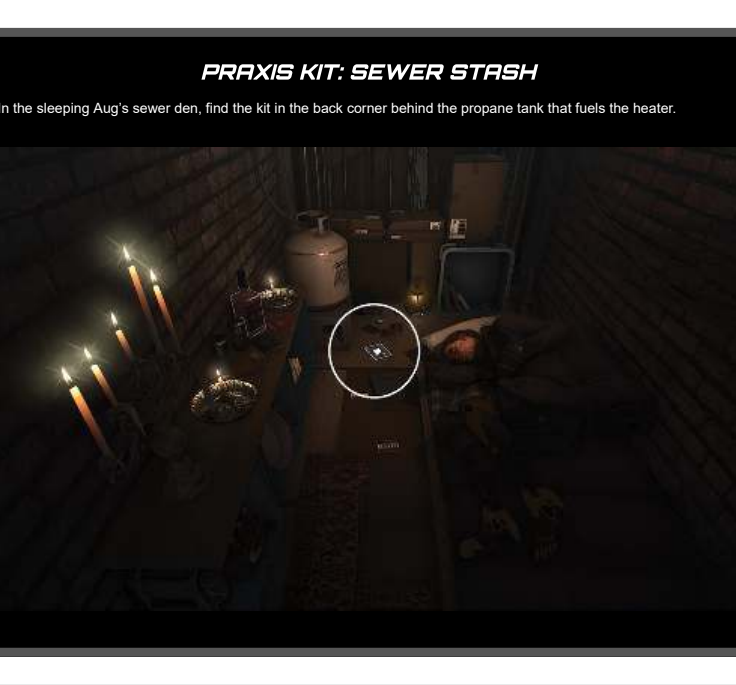
E-BOOK: A BETTER LIFE IN RABI'AH

This E-book lies on the ground next to the sleeping homeless woman in her sewer den beyond the electrified alley.



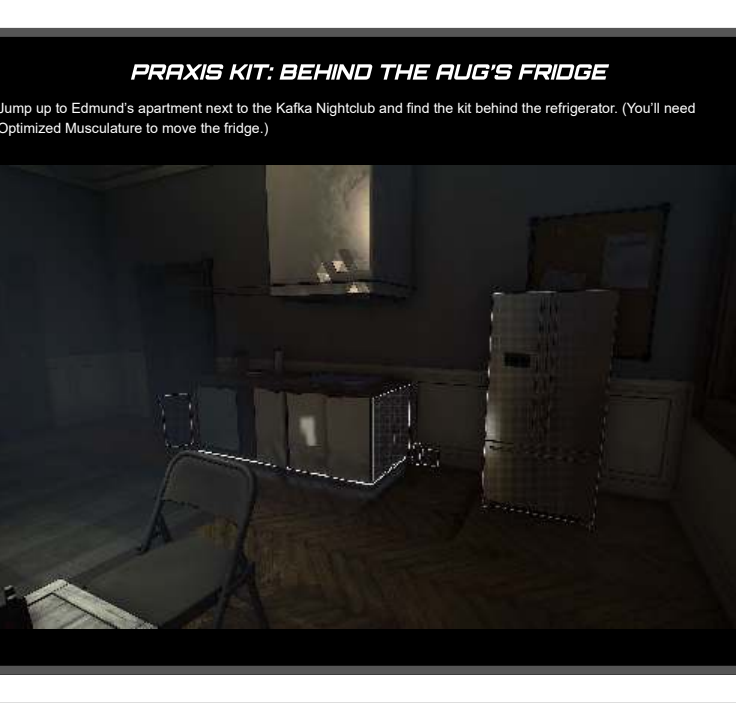
PRAXIS KIT: SEWER STASH

In the sleeping Aug's sewer den, find the kit in the back corner behind the propane tank that fuels the heater.



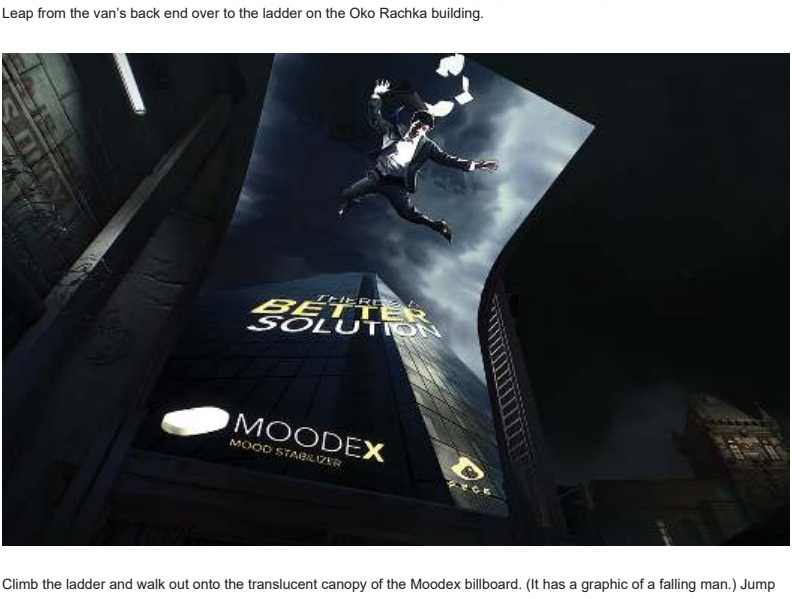
PRAXIS KIT: BEHIND THE AUG'S FRIDGE

Jump up to Edmund's apartment next to the Kafka Nightclub and find the kit behind the refrigerator. (You'll need Optimized Musculature to move the fridge.)

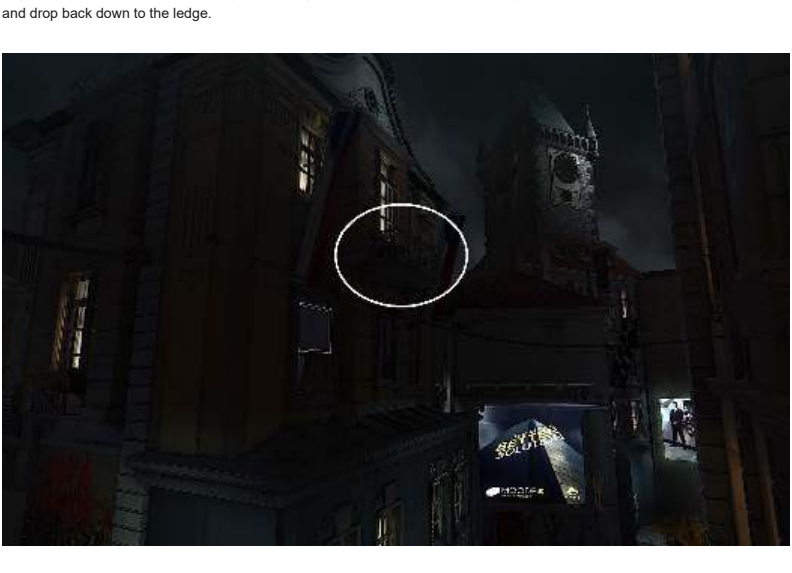


BYPASS THE ANTI-AUG ALLEY VIA CLIMBING

After the confrontation with the Extremists, climb atop the police van parked in the street. Although this sets off its car alarm, you can either disable it beforehand (if you have the Remote Hacking ability) or just move quickly before the police arrive. Leap from the van's back end over to the ladder on the Oko Rachka building.

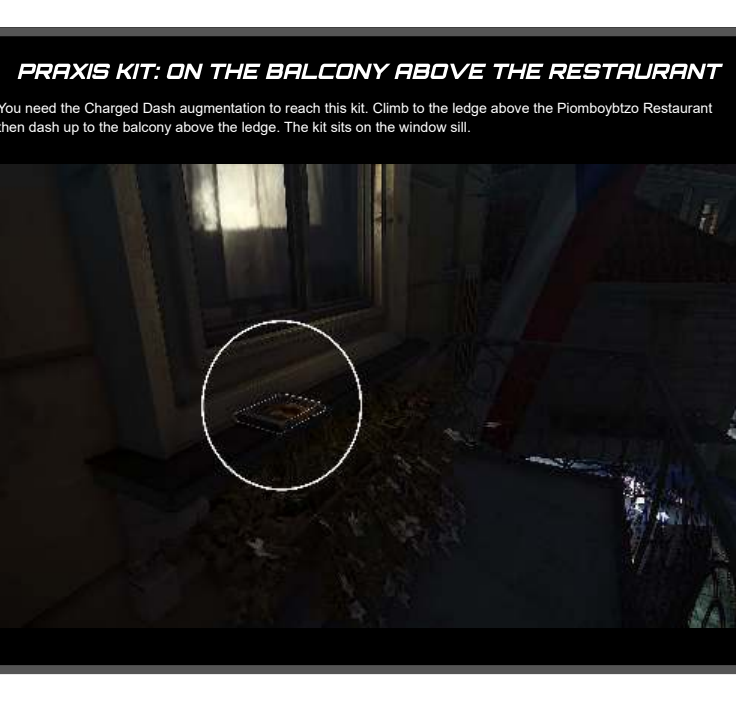


Climb the ladder and walk out onto the translucent canopy of the Moodex billboard. (It has a graphic of a falling man.) Jump from there to the opposite ledge above the Piomboybtzo Restaurant. If you have the Icarus Dash and Charged Dash upgrades, look up to spot the balcony. Use Charged Dash to vault onto the balcony. Grab the Praxis Kit on the window sill and drop back down to the ledge.



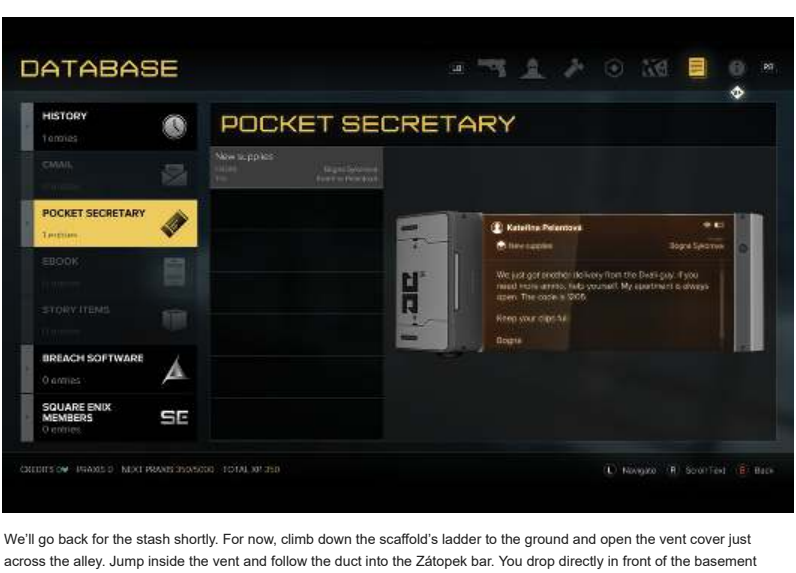
PRAXIS KIT: ON THE BALCONY ABOVE THE RESTAURANT

You need the Charged Dash augmentation to reach this kit. Climb to the ledge above the Piomboybtzo Restaurant then dash up to the balcony above the ledge. The kit sits on the window sill.

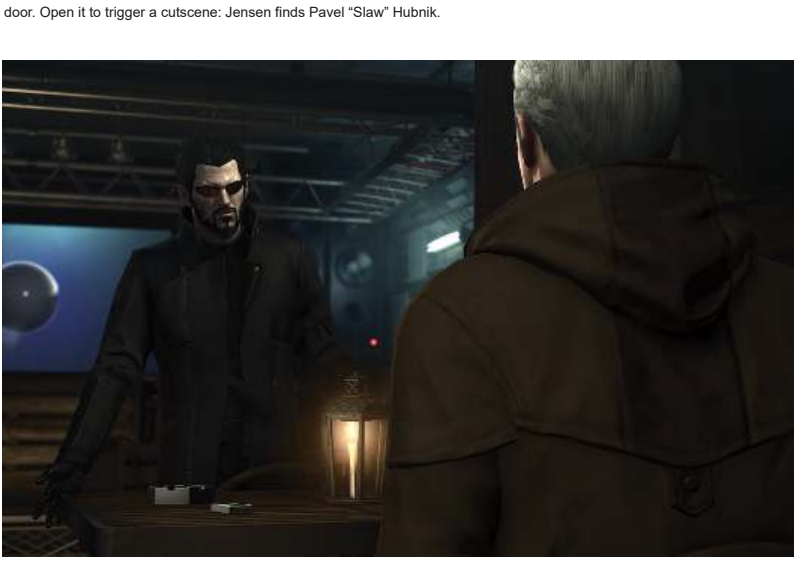


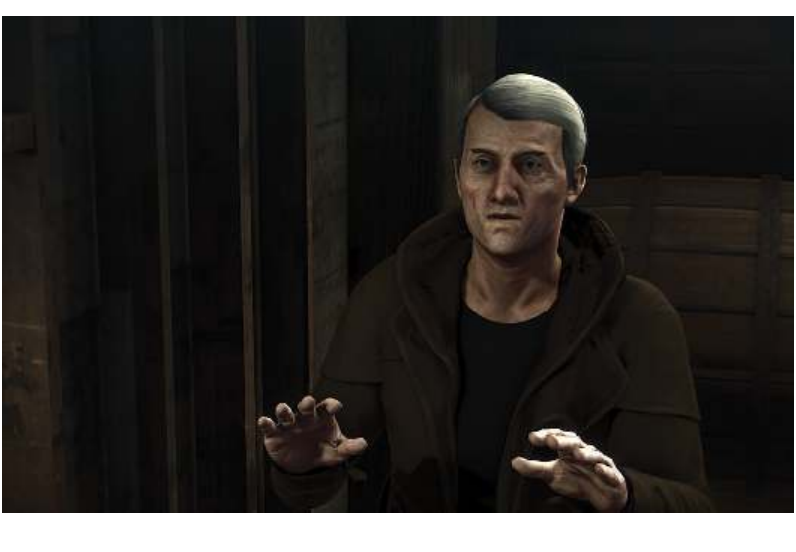
SNEAK INSIDE THE BAR

Creep to the mesh canopy's far edge overlooking the sniper on a scaffolding platform just below. Zap her unconscious with your Stun Gun, then jump down onto her platform. (Be sure to pick up her Sniper Rifle if you want it.) Climb down the ladder to the ground and open the vent cover just across the alley. Jump inside the vent and follow the duct to the Zátopek bar. You drop directly in front of the basement door. Open it to trigger a cutscene: Jensen finds Pavel "Slaw" Hubnik.



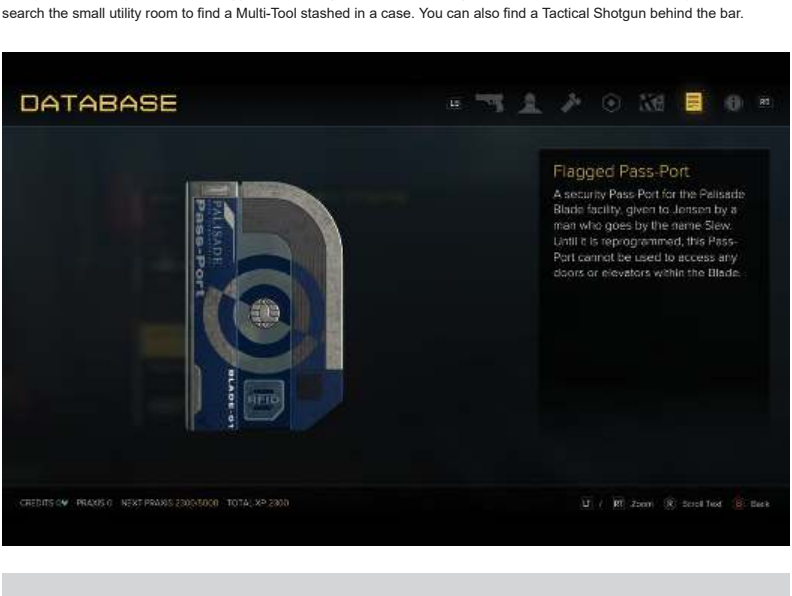
We'll go back for the stash shortly. For now, climb down the scaffold's ladder to the ground and open the vent cover just across the alley. Jump inside the vent and follow the duct into the Zátopek bar. You drop directly in front of the basement door. Open it to trigger a cutscene: Jensen finds Pavel "Slaw" Hubnik.





LISTEN TO SLAW'S STORY

Slaw says the job is too dangerous for him; he's backed out of Pritchard's planned break-in at the Palisade Blade, a secure data archiving center, to acquire info on The Santeau Group. He gives Jensen a Pass-Port/VPN key for use at the Blade facility; unfortunately, the pass is "flagged" as missing, and must be reprogrammed before it will work. Before you leave, search the small utility room to find a Multi-Tool stashed in a case. You can also find a Tactical Shotgun behind the bar.



Flagged Pass-Port

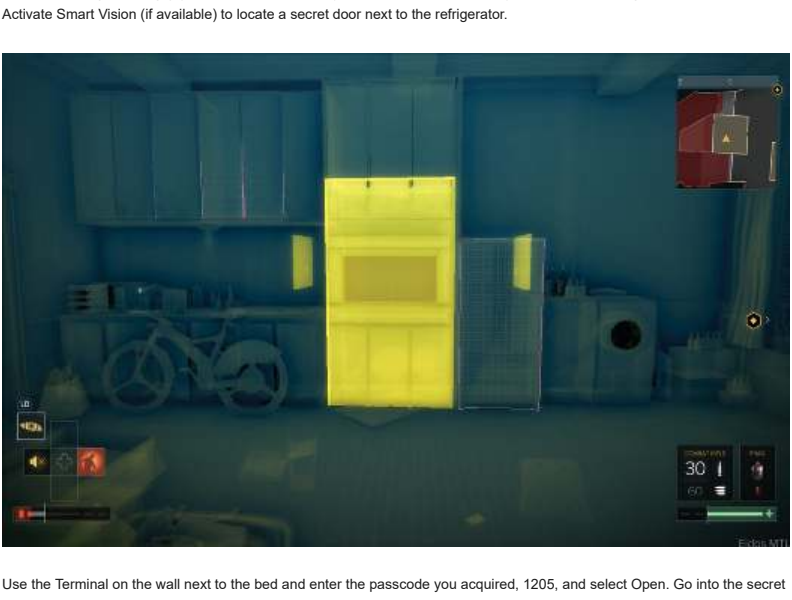
A security Pass-Port for the Palisade Blade facility, given to Jensen by a man who goes by the name Slaw. Until it is reprogrammed, this Pass-Port cannot be used to access any doors or elevators within the Blade.

LEAVE SLAW ALONE!

Jensen can kill or knock out Slaw in Zátopek but it makes your job more difficult later.

OPTIONAL: LOOT THE SECRET STASH IN BOGNA'S APARTMENT

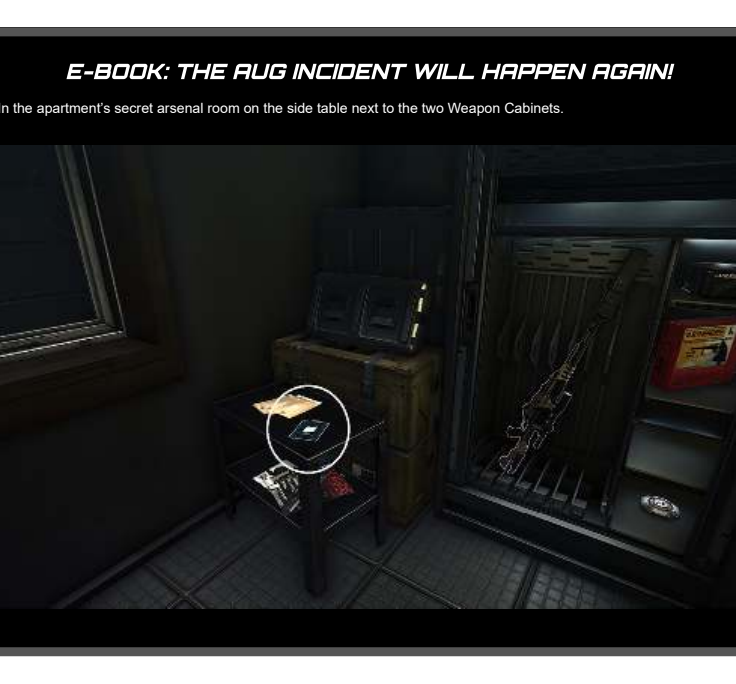
When you're ready to go, just retrace the exact route you took to get in: through the duct, sneak up the scaffold ladder (watch out for patrolling Anti-Augs), jump to the mesh canopy, hop back onto the balcony, and then enter Bogna's apartment. Activate Smart Vision (if available) to locate a secret door next to the refrigerator.



Use the Terminal on the wall next to the bed and enter the passcode you acquired, 1205, and select Open. Go into the secret room to find a mini-armory, including a pair of Weapon Cabinets, stuffed full and ready for plundering. (Grab that Tranquilizer Rifle if you're a fan of stealth play!) Loot the lockers as well, then jump atop them and open the Weapons Briefcase on the high shelf. Finally, read the E-Book. Toggle open the roller shutters by the lockers then open the window behind them. Hop out onto the Moodex billboard canopy and climb down to the street.

E-BOOK: THE AUG INCIDENT WILL HAPPEN AGAIN!

In the apartment's secret arsenal room on the side table next to the two Weapon Cabinets.



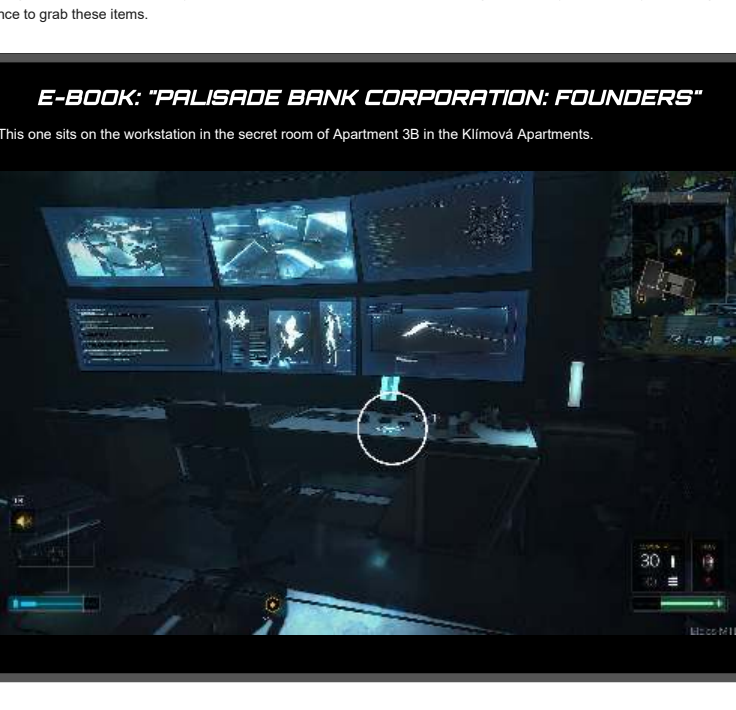
OPTIONAL: BEFORE YOU VISIT THE KONVERZ KAFÉ...

If you break into Apartment 3B in the Klímová Apartments complex before you talk to Pritchard in the Konverz Kafé, the resident will not be home yet. This gives you the opportunity to score some good loot, including a Praxis Kit. First, hack into the apartment building's stairwell then head upstairs and hack into Apartment 3B. Enter the bedroom, raise the painting next to the closet, hack the Terminal behind it, and select Unlock.

Open the newly unlocked door inside the closet to enter a secret room where you can find a number of items, including an E-Book and a Praxis Kit. Note that if you talk to Pritchard in the café before you visit this apartment, you trigger a cinematic meeting with ShadowChild when you hack into this secret room. After the meeting, she locks you out, and you never get the chance to grab these items.

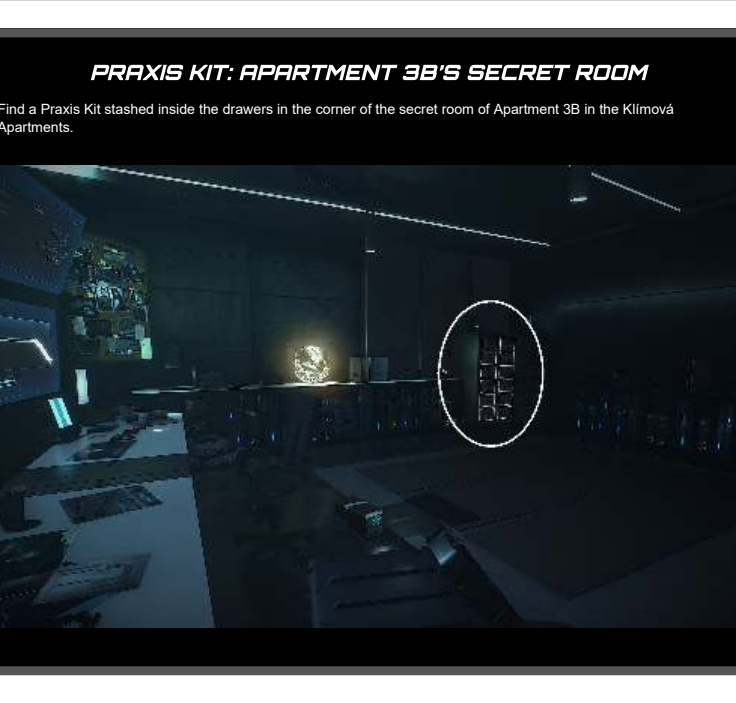
E-BOOK: "PALISADE BANK CORPORATION: FOUNDERS"

This one sits on the workstation in the secret room of Apartment 3B in the Klímová Apartments.



PRAXIS KIT: APARTMENT 3B'S SECRET ROOM

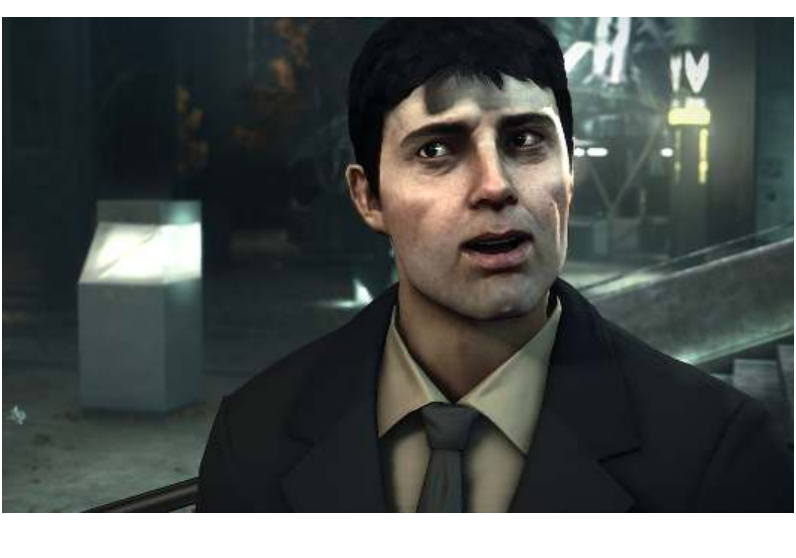
Find a Praxis Kit stashed inside the drawers in the corner of the secret room of Apartment 3B in the Klímová Apartments.



OPTIONAL: TALK TO NIKO SARIDAKIS

On your way to the Klímová Apartments to visit ShadowChild after meeting Pritchard's hologram in the Konverz Kafé, approach the man standing on the stairs that lead up to the Palisade Blade's main entrance. This triggers a cutscene: Jensen talks to the man, Niko Saridakis. Ask Niko all questions to get the story of his wife Simona's death. This conversation plus your upcoming meeting with ShadowChild will add a secondary task to your Objectives list that you can pursue once you get inside the Blade.

PALISADE
BLADE-01



NIKO APPEARS AFTER THE KAFÉ

Niko Saridakis spawns on the Palisade steps after your holographic meeting with Pritchard at the Konverz Kafé, but only if you don't trigger any street chaos (gunfights, etc.) beforehand.

When you're ready to go, just retrace the exact route you took to get in: through the duct, up the scaffold ladder, jump to the mesh canopy, climb into the secret room of the apartment, open the opposite roller shutters and window, hop across onto the Moodex billboard canopy, then climb down the ladder to the street.

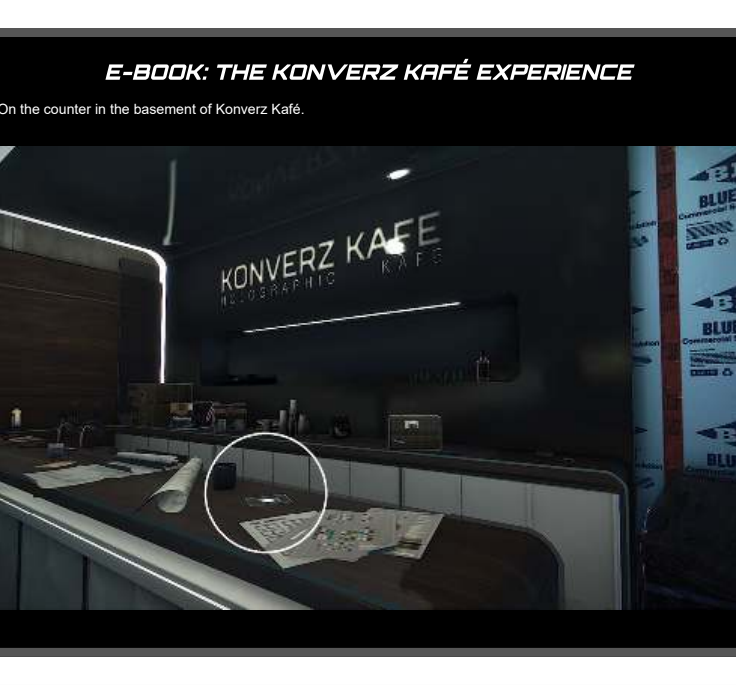
GET INTO KONVERZ KAFÉ

Follow the Objective Locator down the street between the Metro entrance and the Palisade Blade building to find the Konverz Kafé with a big "Opening Soon" sign out front. The front and back doors are both locked and you can try hacking the Keypad on either one. Or you can head up the side stairs, move the garbage bin, pull open the vent cover, then crouch and follow the duct to the "Destructible Vent." Strike it to drop into the entry lobby of the café. Next, head downstairs to café's main room in the basement.

KONVERZ KAFE
WE ARE OPEN-ING SOON
OPENING SOON

E-BOOK: THE KONVERZ KAFÉ EXPERIENCE

On the counter in the basement of Konverz Kafé.



ACTIVATE THE HOLOGRAPHICS SYSTEM

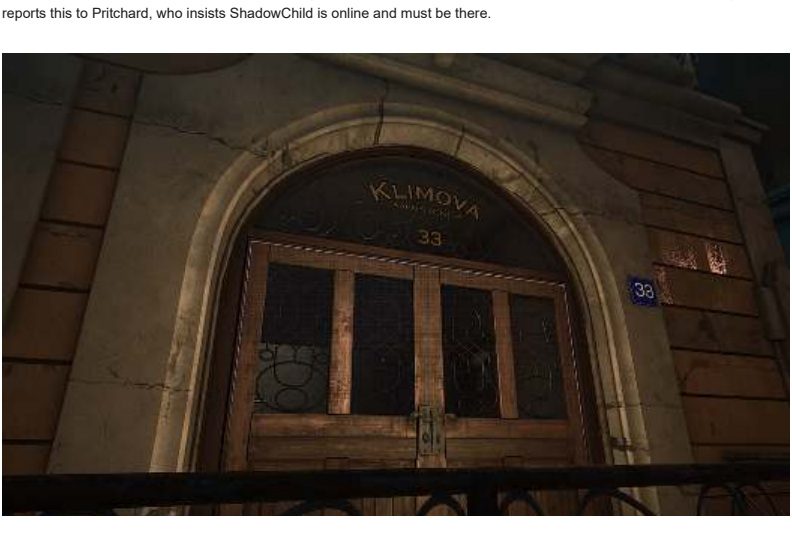
Grab the Multi-tool sitting on a reel of cable against the wall near the bottom of the stairs. Then open the sliding door and enter the core station. Use the main power breaker on the wall to activate the holographic system.

CORE STATION

This triggers a cutscene: Pritchard reveals more about the job. If you ask him about "Deaths?" he brings up Simona Saridakis. Later, he sends Jensen off to meet a legendary hacker code-named "ShadowChild" for help in reprogramming the flagged Pass-Port.

GO TO SHADOWCHILD'S APARTMENT

Follow the Objective Locator to the Klímová Apartments building. (Tip: Try hacking into the locked Mini Storage Door directly across the plaza to find lockers full of weaponry.) Enter via the front doors, snag the Overclock Software on the lobby desk, then head upstairs to Apartment 3A. Hack the Keypad next to the door and enter the apartment. Jensen sees nobody and reports this to Pritchard, who insists ShadowChild is online and must be there.



PRIMA GAMES

DEUS EX
MANKIND DIVIDED™

System Rift DLC
Infiltrate and Find the Upper Elevators

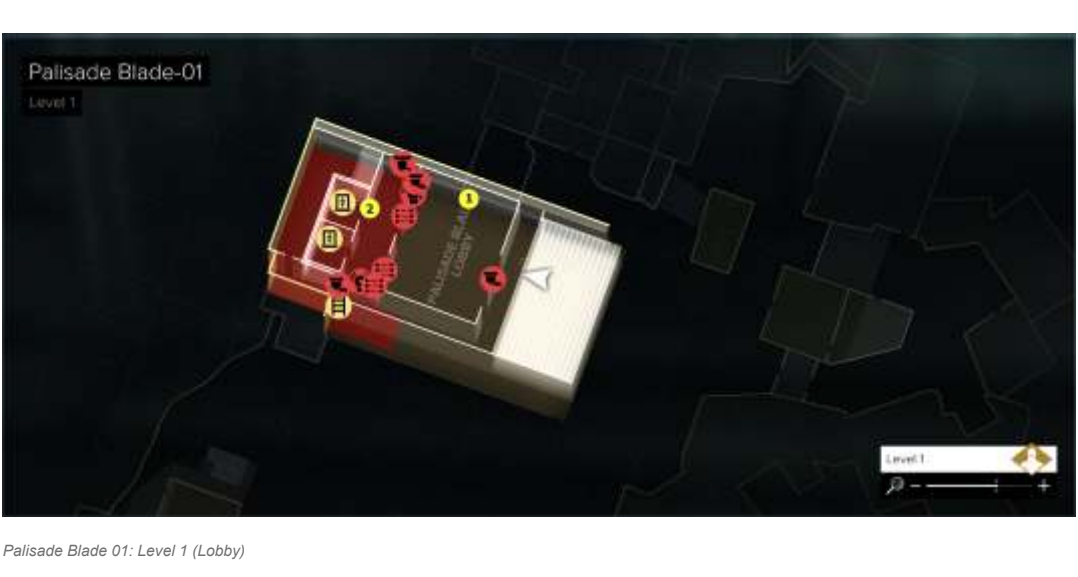
OBJECTIVES

Infiltrate the Palisade Blade

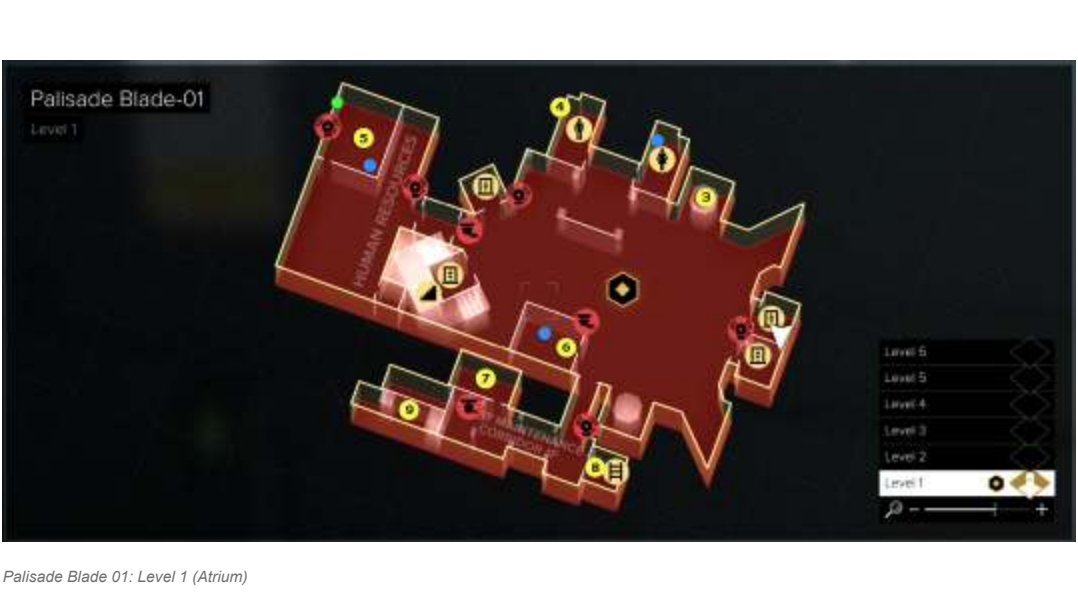
Optional: Get the desk clerk to help you into the Blade

Optional: Plant the figurine for ShadowChild

OVERVIEW



Palisade Blade 01: Level 1 (Lobby)



Palisade Blade 01: Level 1 (Atrium)

MAP LEGEND

01: Lobby Desk Clerk

02: Lobby elevator button

03: Vent to Women's Restroom

04: Vent to Isabella's office

05: Isabella Trembliska's office

06: Meeting Room

07: Locker Room

08: East Corridor Airshaft

09: Lift shaft

[BLUE DOT] = E-Book

[GREEN DOT] = Praxis Kit

INFILTRATE THE PALISADE BLADE

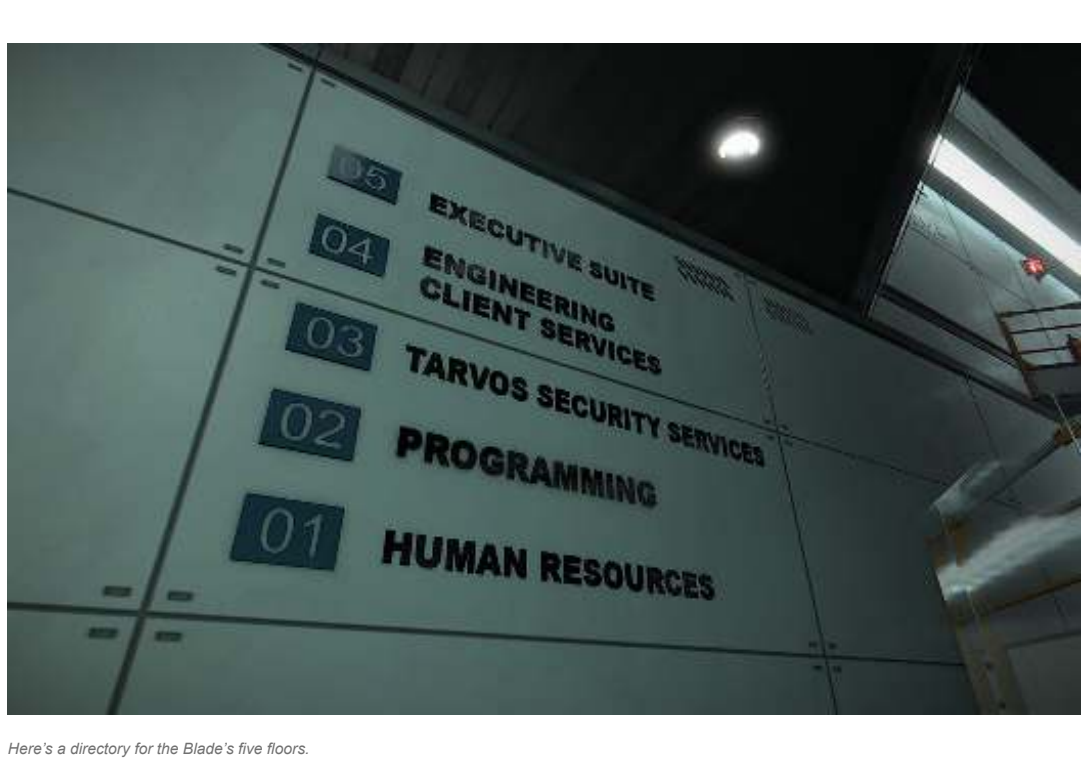
OPTIONAL: GET THE DESK CLERK TO HELP YOU INTO THE BLADE

Activate this optional objective and follow the Objective Locator up the steps and into the Palisade Blade-01 building lobby. Approach the Blade employee at the front desk and talk to him. Select "Baba-Yaga 50" from the dialog wheel. (This only appears if you asked "Help how?" during Jensen's dialog with ShadowChild on her balcony.) The desk clerk deactivates the laser security gate.

HELP DESK

Getting the front desk clerk's help in bypassing the Palisade atrium's entry security system earns you this Trophy/Achievement.

When the laser gate is down, approach one of the elevator buttons and use it to call an elevator. Step inside and use the Pass-Port reader to unlock the elevator panel. Then use the panel to select "Atrium 1F." The elevator rises to level 1F and the opposite door slides open.



Here's a directory for the Blade's five floors.

OPTIONAL: PLANT THE FIGURINE FOR SHADOWCHILD

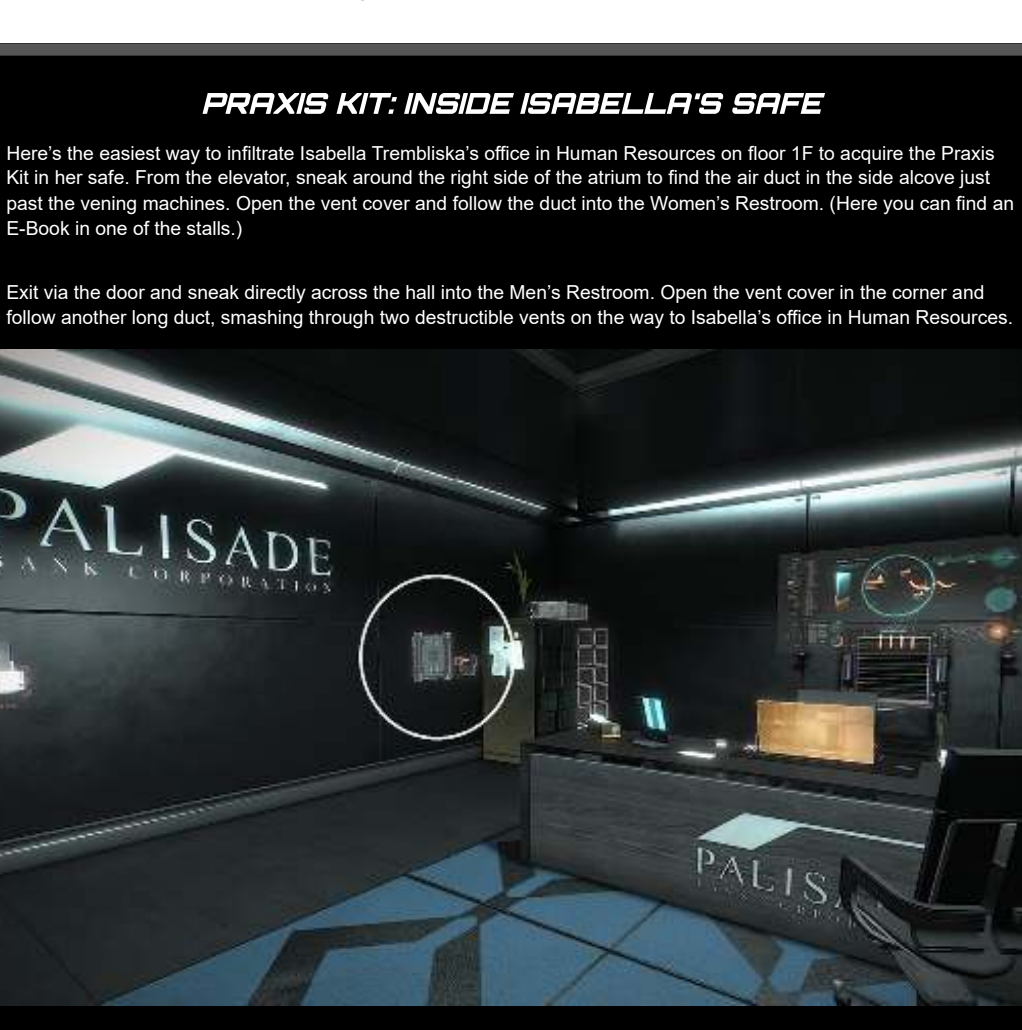
ENTER EAST MAINTENANCE CORRIDOR 1F

Planting the figurine may be an "optional" objective, but getting to Leona Rosolova's office actually gets you very close to your next main objective, so let's do it. First, activate this optional objective in your Objectives Menu. Then, before you exit the elevator, check out our directions for acquiring an extra Praxis Kit stashed in a level 1 office.

PRAXIS KIT: INSIDE ISABELLA'S SAFE

Here's the easiest way to infiltrate Isabella Trembliska's office in Human Resources on floor 1F to acquire the Praxis Kit in her safe. From the elevator, sneak around the right side of the atrium to find the air duct in the side alcove just past the vening machines. Open the vent cover and follow the duct into the Women's Restroom. (Here you can find an E-Book in one of the stalls.)

Exit via the door and sneak directly across the hall into the Men's Restroom. Open the vent cover in the corner and follow another long duct, smashing through two destructible vents on the way to Isabella's office in Human Resources.

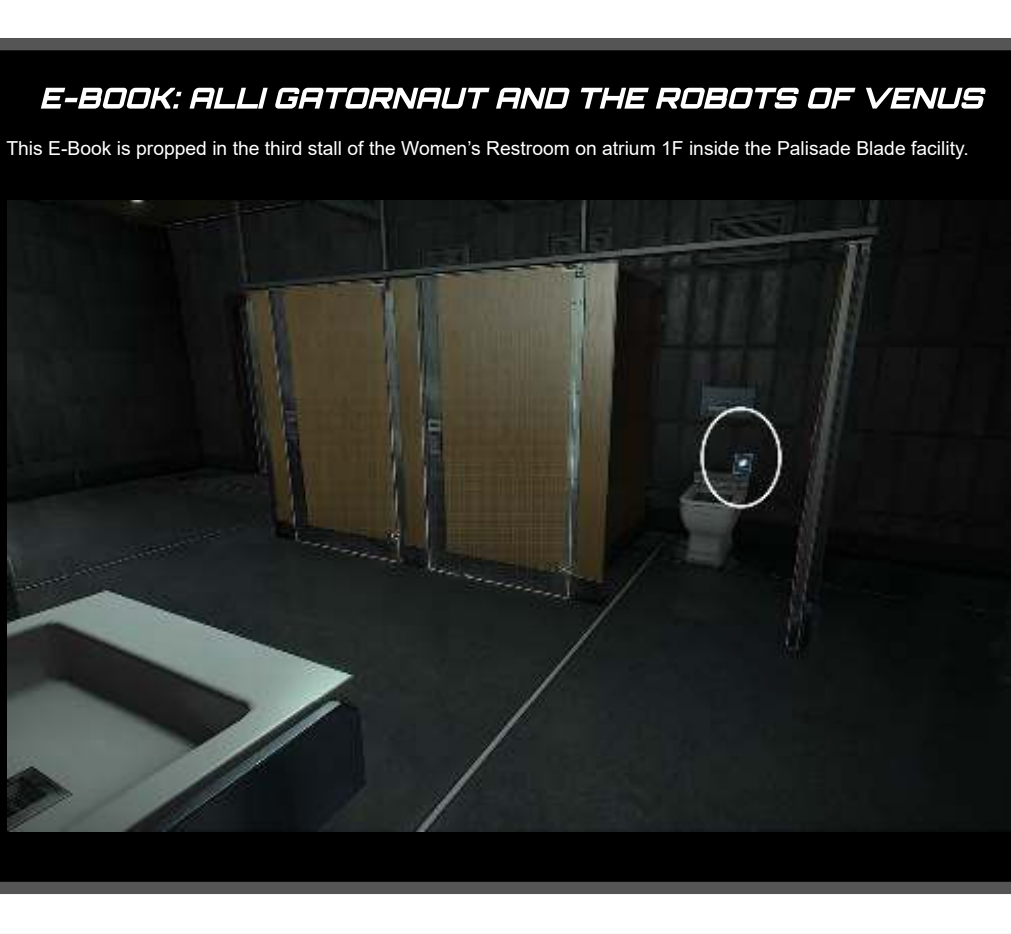


When you enter Isabella's office, immediately sneak leftward to the wall and toggle the EG Switch to darken the office's glass walls for privacy. You can try to hack the wall safe's terminal, or you can hack the desk computer and read the "Insta-Messaging Autosave" entry to learn what four-digit number is special for Isabella. Enter that number (okay, we'll tell you, it's 0622) into the safe's terminal keypad, then unlock and open the safe to snag the Praxis Kit. Don't miss the E-Book in her office, too! Now retrace your route back to the elevator.

TERMINAL
UNLOCKED

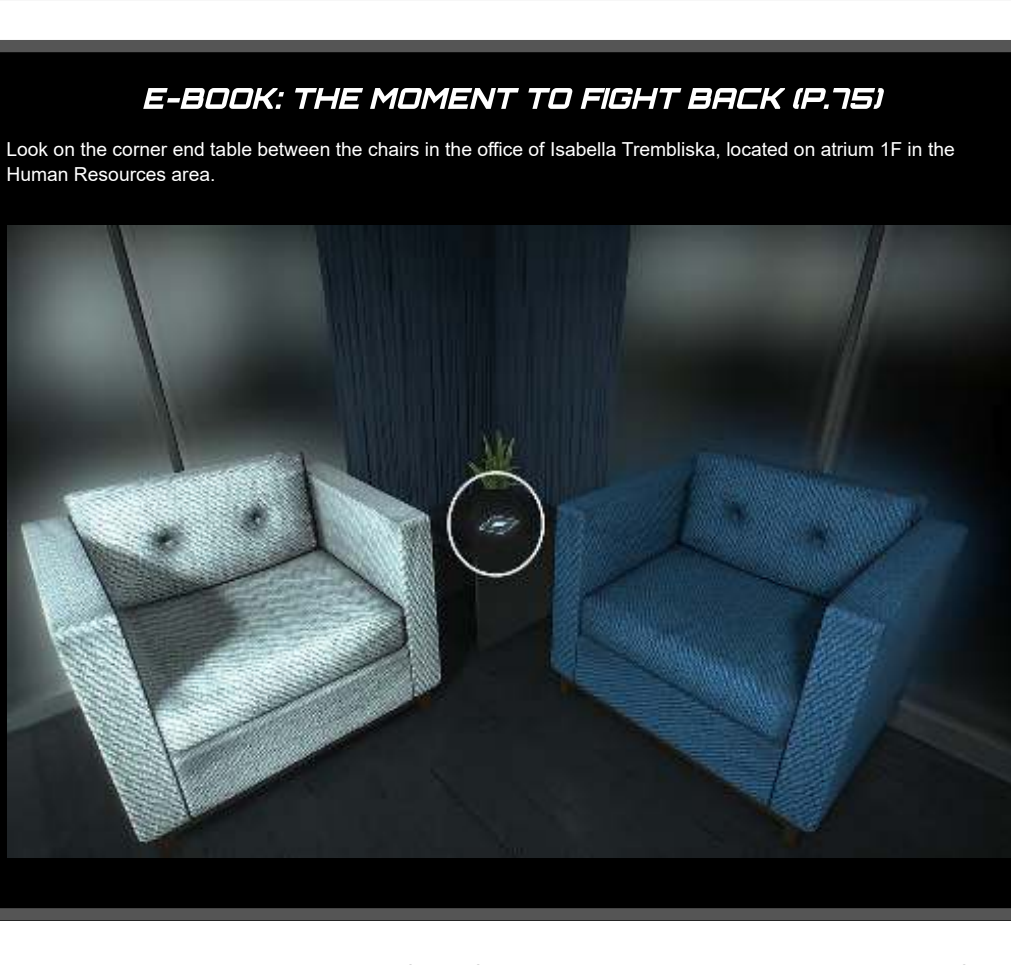
E-BOOK: ALLI GATORNAUT AND THE ROBOTS OF VENUS

This E-Book is propped in the third stall of the Women's Restroom on atrium 1F inside the Palisade Blade facility.



E-BOOK: THE MOMENT TO FIGHT BACK (P.75)

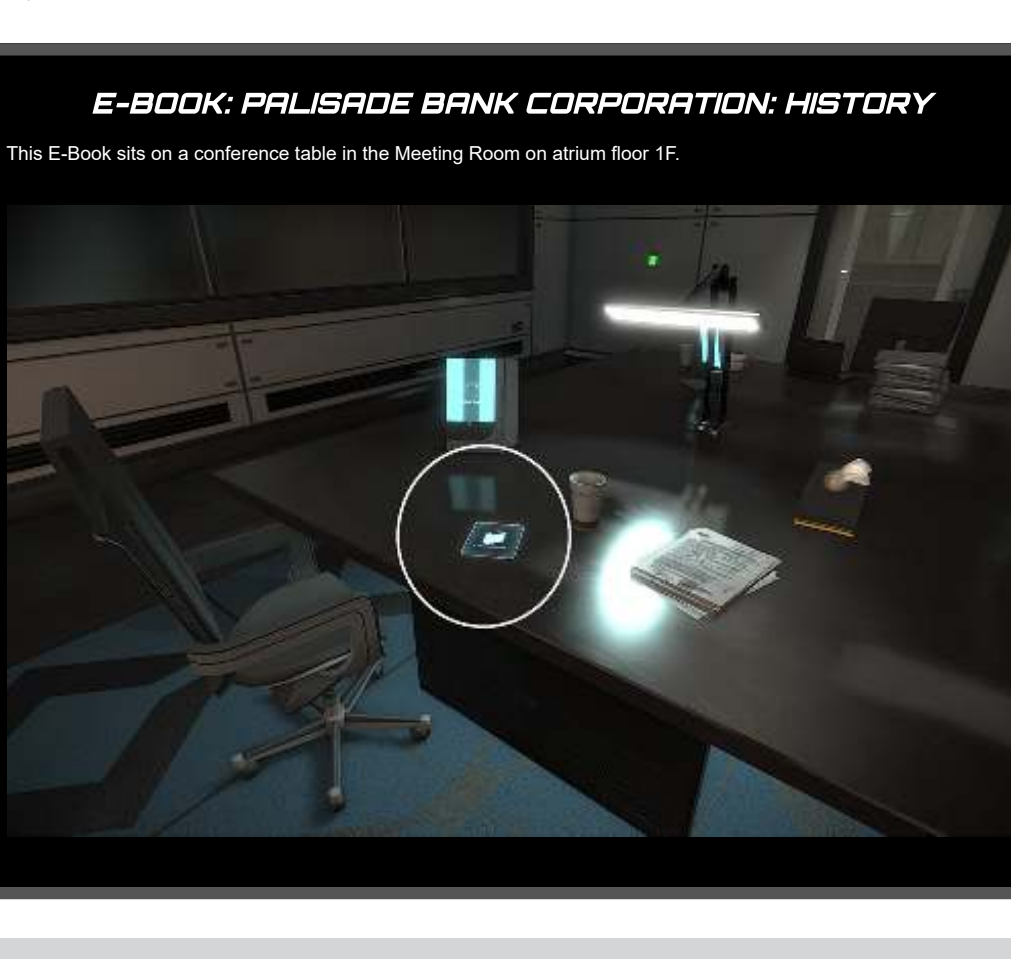
Look on the corner end table between the chairs in the office of Isabella Trembliska, located on atrium 1F in the Human Resources area.



From the elevator, crouch and sneak around the left side of the atrium. Monitor where the guards are and stay out of their sight! Sneak into the unlocked Meeting Room, turn right, and toggle the EG Switch near the door to darken the glass walls for privacy. Don't miss the E-Book on the desk.

E-BOOK: PALISADE BANK CORPORATION: HISTORY

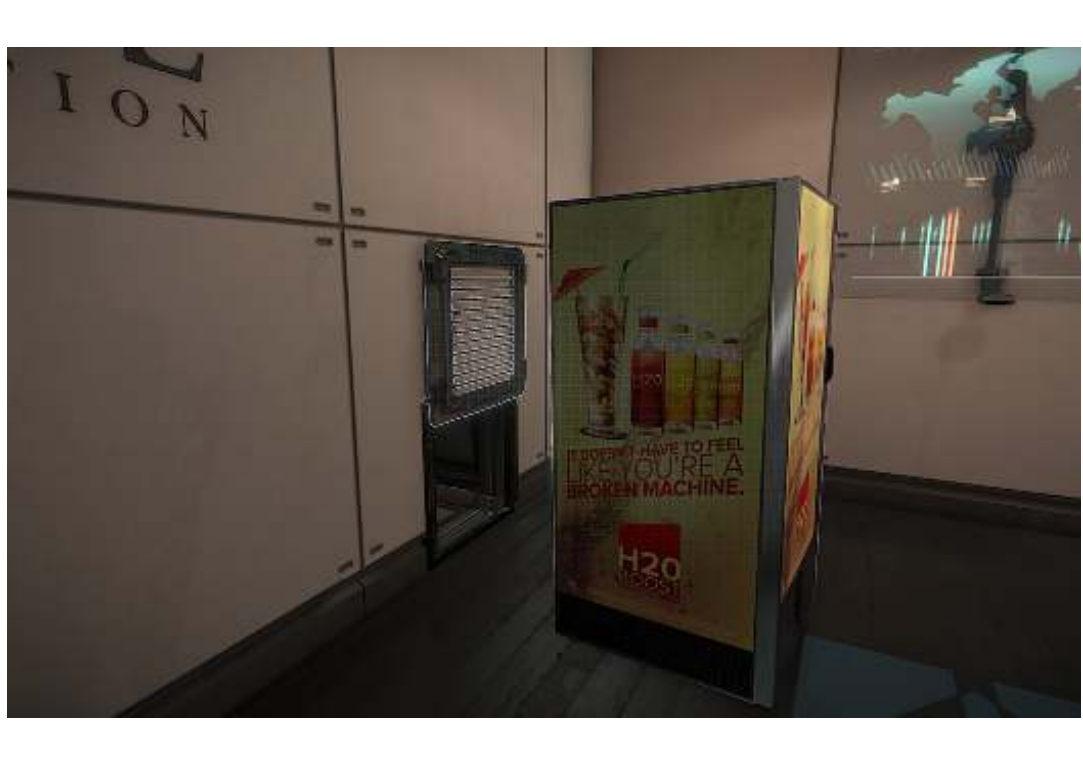
This E-Book sits on a conference table in the Meeting Room on atrium floor 1F.



OTHER FLOOR 1F PICKUPS

A valuable Multi-Tool sits on a crate in the lobby just around the corner from the Meeting Room door. A Biocell and a Hypostim are stashed in a utility closet in the Human Resources offices.

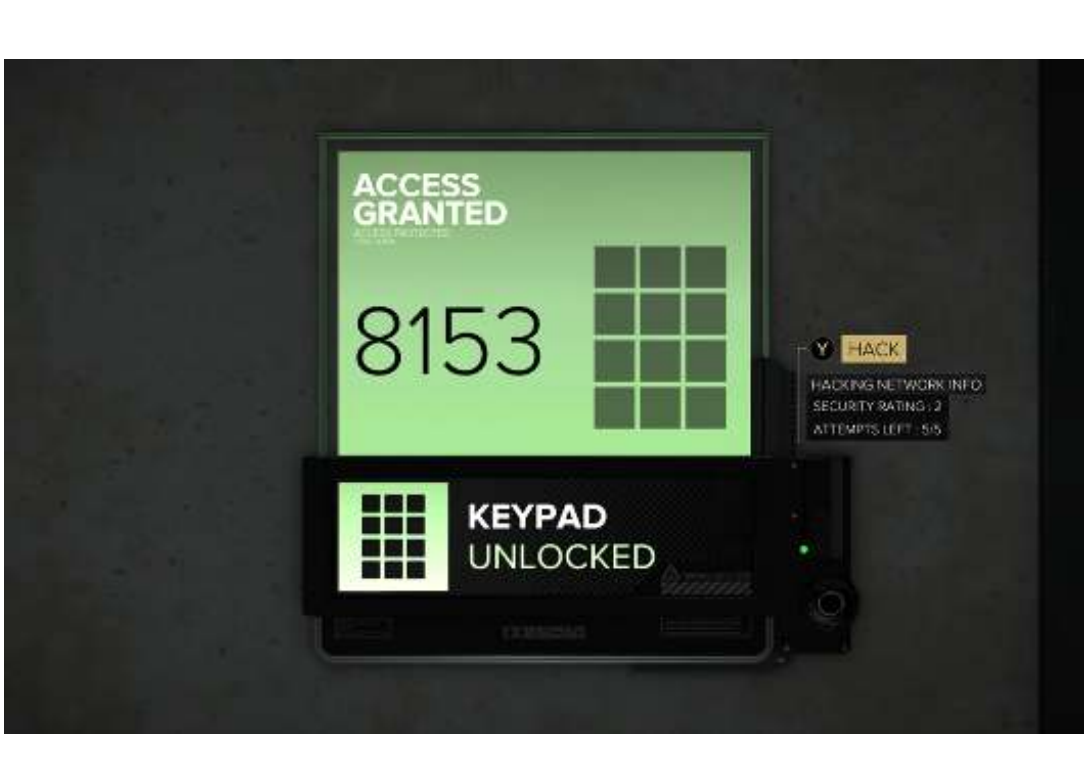
Now, if you have the Optimized Musculature augmentation, move the Vending Machine in the corner to reveal an air vent. (Note: If you don't have the Optimized Musculature augmentation, you can exit the Meeting Room and get to the Locker Room via the door marked "East Corridor: Maintenance and Utilities." You'll have to hack the Keypad to unlock the door.) Open the vent cover and follow the duct to another vent cover. Open it and move the Heavy Plastic Crate blocking other side, then enter the Locker Room.

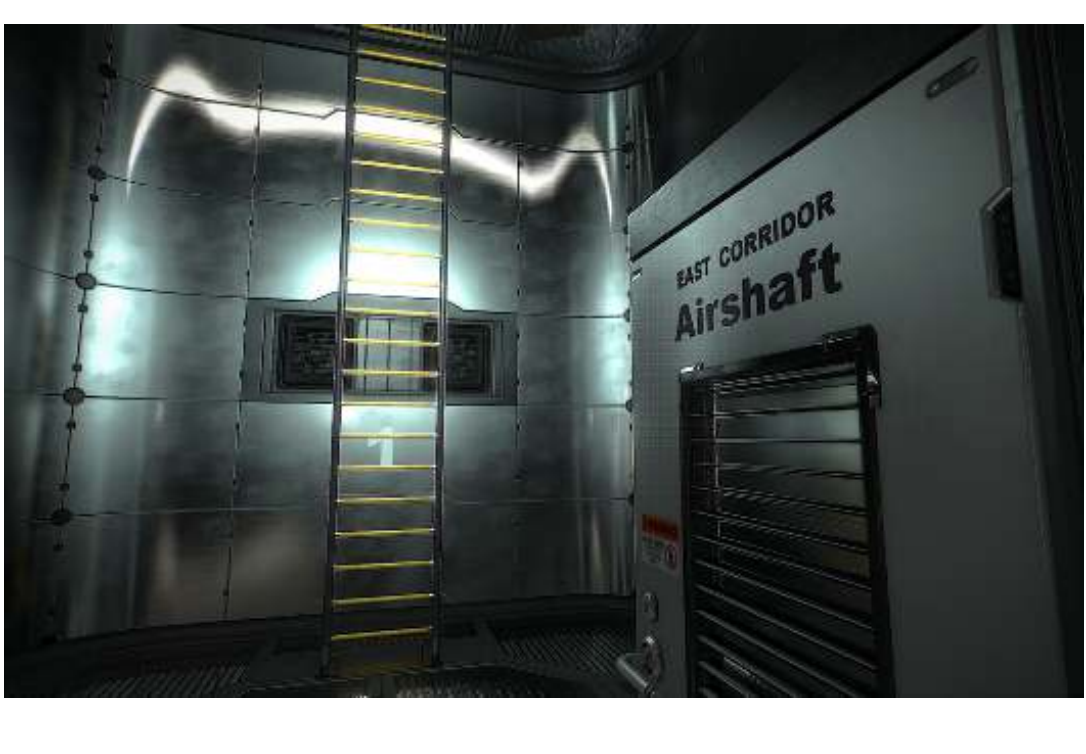


LOOT THE LOCKER ROOM

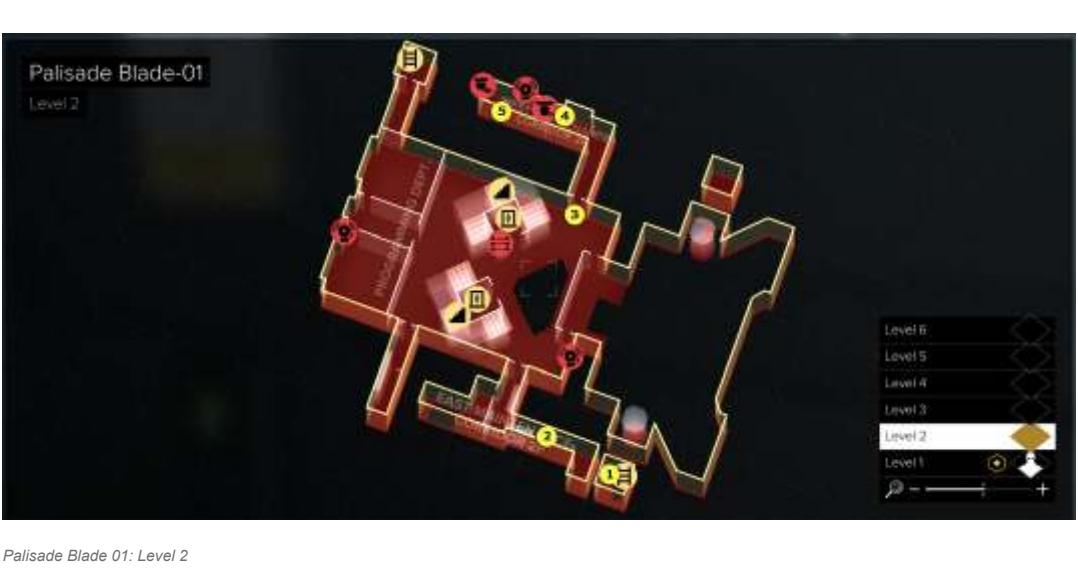
Inside the Locker Room, loot the lockers and shelves for some good stuff including a Multi-Tool, a Biocell and a HypoStim Injector. When you're ready, hack into the laptop. (It's an easy Security Rating of 1.) You learn that the code for all Airshaft doors is 8153. You also learn that Isabella Trembliska, Head of Human Resources, has stored a Praxis Kit in her office safe. (If you haven't already acquired this kit, return to the elevator and refer to our earlier directions.)

Exit the Locker Room and go to the East Corridor Airshaft door. (Look for a big batch of Crafting Parts just to the door's right.) Enter the code 8153 into the Keypad to unlock the door and enter the shaft. Climb the ladder up to level 2F; open the nearby case to find another Biocell.

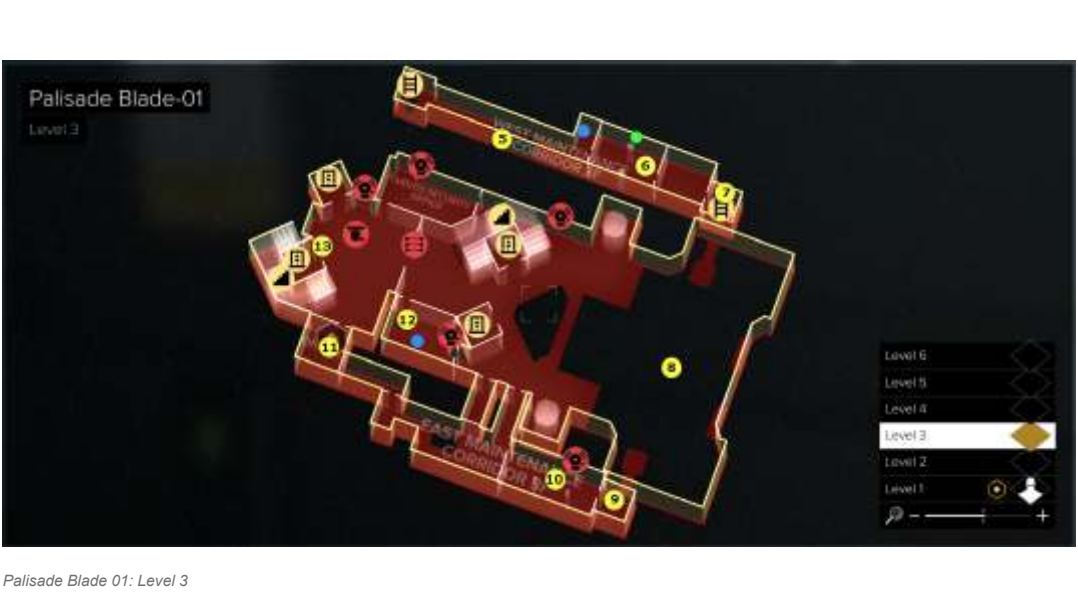




OVERVIEW



Palisade Blade 01: Level 2



Palisade Blade 01: Level 3

MAP LEGEND

01: East Corridor Airshaft

02: Electrified corridor

03: Door to West Maintenance Corridor

04: Slaw (if still alive)

05: Ladder to 3F

06: Fumigated corridor

07: West Corridor Airshaft

08: Catwalk across atrium

09: East Corridor Airshaft

10: Guard and worker

11: Leona Rosolova's office

12. Break Room

13. Elevator call button

[BLUE DOT] = E-Book

[GREEN DOT] = Praxis Kit

NAVIGATE EAST MAINTENANCE CORRIDOR 2F

Break open the destructible vent under the "2" on the shaft and follow the duct to see an electrified hallway. Smash the wall vent and use the breaker to shut off the electricity. Follow the corridor around the corner to the "Maintenance and Utilities" door at the end. It leads to the atrium.

FIND SLAW IN WEST MAINTENANCE CORRIDOR 2F

Take cover beside this door and look into the atrium. One guard is posted by the staircase and another paces in and out of the atrium doors. Use Glass-Shield Cloaking to sneak past both to the open door labeled "West Corridor Maintenance and Utilities" on the far wall. (If you can't cloak, you may need to silently KO one or both guards with a Stun Gun or takedown.)

PICKUPS ON FLOOR 2F

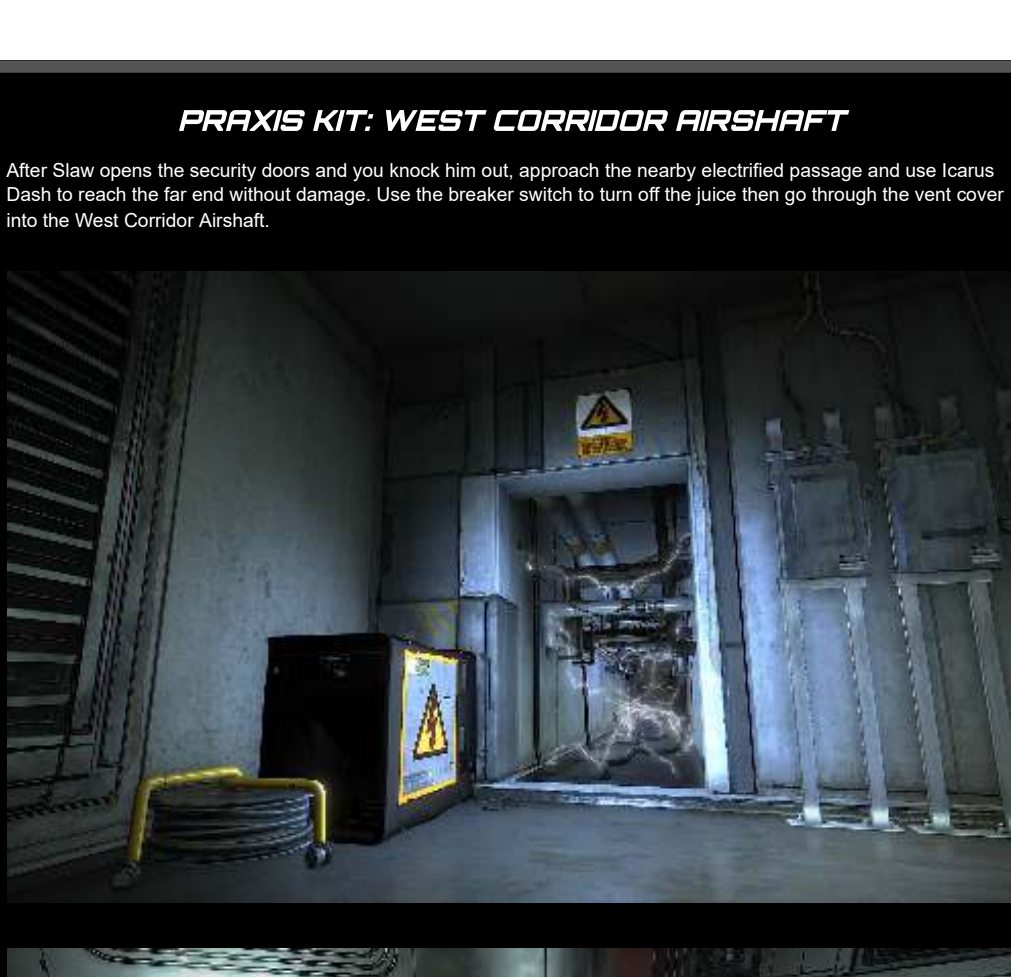
In the Programming offices entryway, find a Multi-Tool, a well-stocked Weapon Cabinet, and some lockers to loot. In the left Programming office, there is a Biocell and a TESLA Cartridge on a corner shelf.

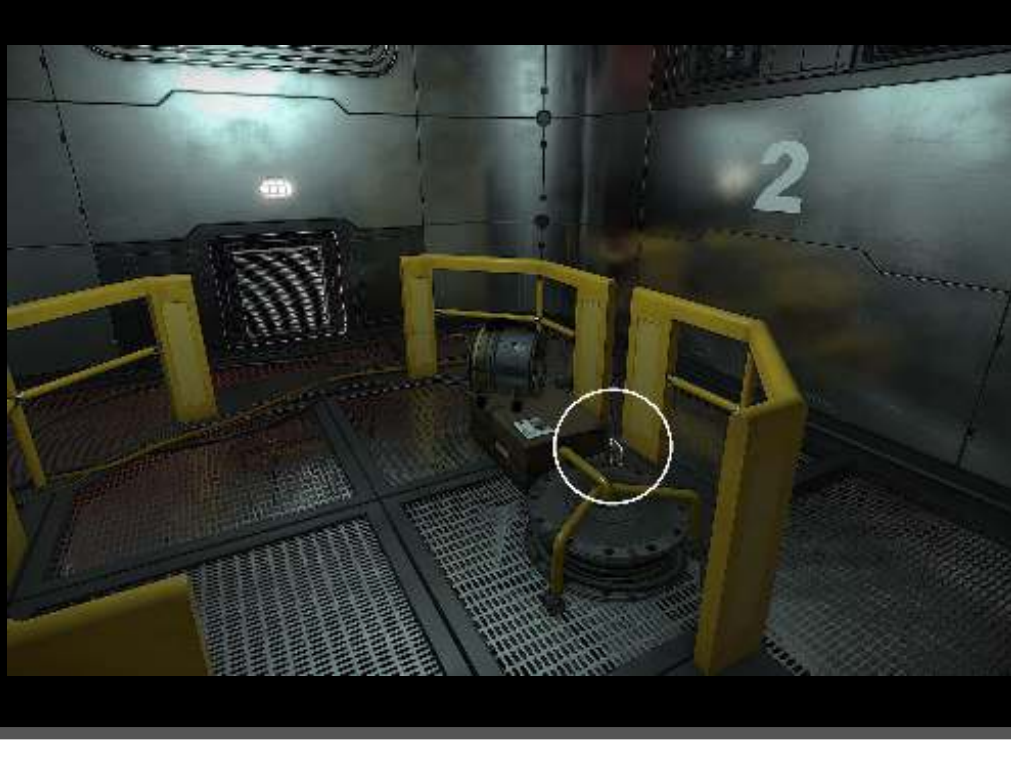
Walk around the corner to trigger a cutscene: Jensen meets Pavel "Slaw" Hubnik again. If you didn't harm Slaw in Zátopek earlier (see the Note on this page), he opens the security doors behind him for Jensen. After he does this, honor Slaw's request and knock him out. (If you don't KO Slaw, he'll alert the guards.) Before you proceed, approach the nearby electrified passage and check out our "Praxis Kit: West Corridor Airshaft" directions. Then return and go through the newly opened security doors.

SECURITY
WEST

PRAXIS KIT: WEST CORRIDOR AIRSHAFT

After Slaw opens the security doors and you knock him out, approach the nearby electrified passage and use Icarus Dash to reach the far end without damage. Use the breaker switch to turn off the juice then go through the vent cover into the West Corridor Airshaft.





GETTING SLAW'S HELP

If you left Slaw unharmed when you first met him at the Zátopek bar, he offers to open the security door, no questions asked. But if you harmed Slaw (i.e., neutralized him with a non-lethal attack) in the bar, he's not happy to see Jensen now.

If you harmed Slaw and you don't have the Social Enhancer augmentation installed, Slaw will run to alert the security guards. You can get through the doors by hacking Slaw's Security terminal, but you may have to fend off hostile guards.

If you do have the Social Enhancer augmentation, choose "Scold" when the dialog prompt appears. Slaw will ask you to retrieve a personnel file (in the form of a Pocket Secretary) that can be found on Sonja Kratochvil's desk in the Human Resources office. That office has several office workers inside, so acquiring the file is tricky. But if you return to Slaw with the file, he opens the security door.

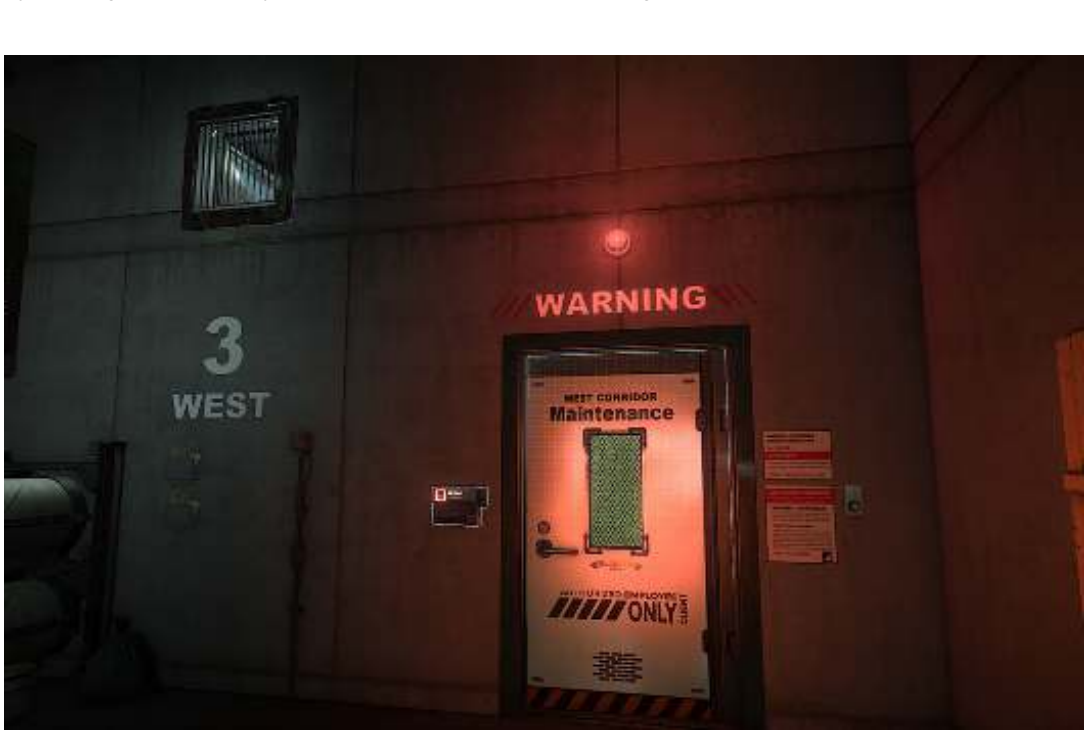
If you foolishly killed Slaw when you met him at Zátopek, he is not here now, obviously.

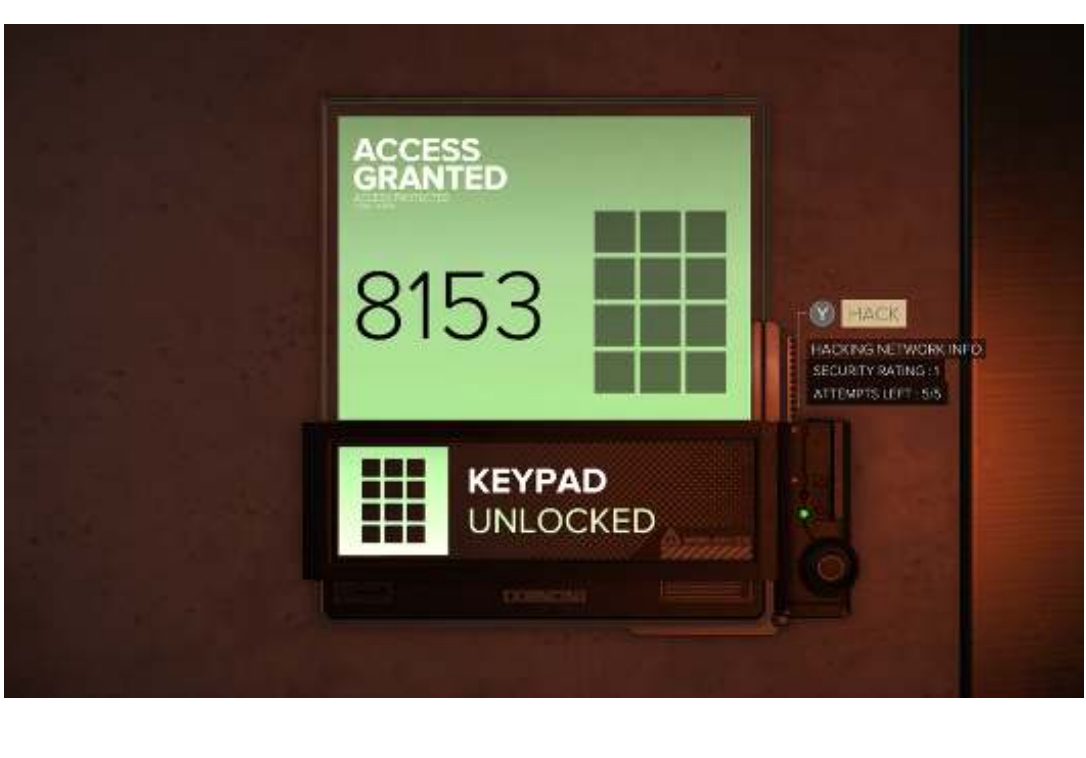
KNOCK KNOCK

Getting Slaw to open the security door for Jensen earns you this Trophy/Achievement.

GET PAST THE FUMIGATED CORRIDOR ON 3F WEST

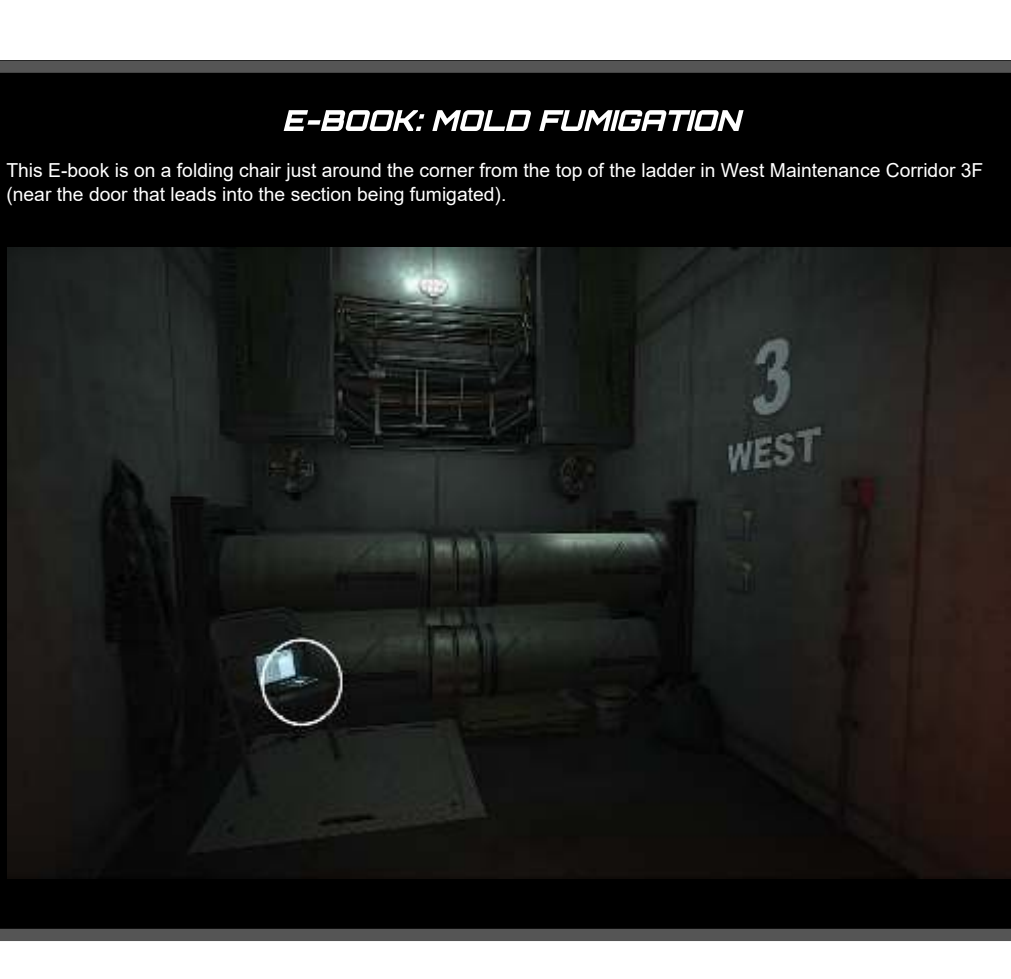
Climb the ladder up to level 3F and move down the corridor to the glowing red door. The corridor beyond the door is being fumigated with toxic antifungal gas. (You can read about mold fumigation in the nearby E-Book.) If you have the Implanted Rebreather augmentation, use the Airshaft doors code 8153 on the Keypad to unlock the door, then pass through the gassed corridor. If you don't have the rebreather, you can open the vent cover on the wall above-left of the door and use the duct to bypass the gas. But note that you can find a valuable Praxis Kit in the fumigated corridor!





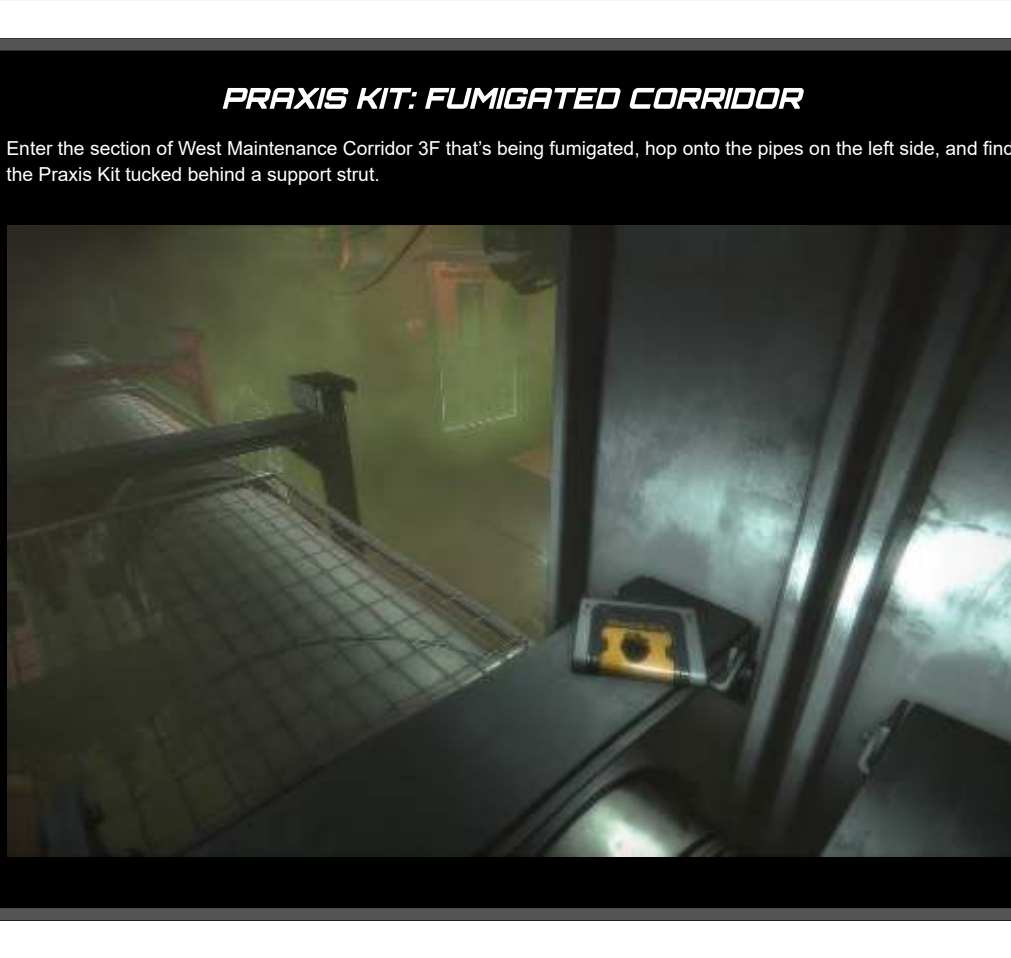
E-BOOK: MOLD FUMIGATION

This E-book is on a folding chair just around the corner from the top of the ladder in West Maintenance Corridor 3F (near the door that leads into the section being fumigated).



PRAXIS KIT: FUMIGATED CORRIDOR

Enter the section of West Maintenance Corridor 3F that's being fumigated, hop onto the pipes on the left side, and find the Praxis Kit tucked behind a support strut.



GET TO 3F EAST VIA CATWALK

Unlock the next door by entering 8153 into its Keypad, then proceed into the West Corridor Airshaft. Climb the ladder, go through the vent opening, and jump across the gap to the catwalk. Follow the catwalk across the atrium to another gap and jump, then crawl through the next vent to enter the East Corridor Airshaft.

GET PAST THE OCCUPIED CORRIDOR

Drop from the vent to the floor and peek through the exit door to spot trouble ahead. Open the door and silently take down the shotgun-toting Tarvos guard with his back to you, then do the same to the Blade employee working on the utility meters. Don't miss the Biocell inside a case on the nearby crate, plus a Multi-Tool sitting on another crate nearby. (You can also sneak past the guard and employee by veering behind the pipes running down the left side of the corridor.)

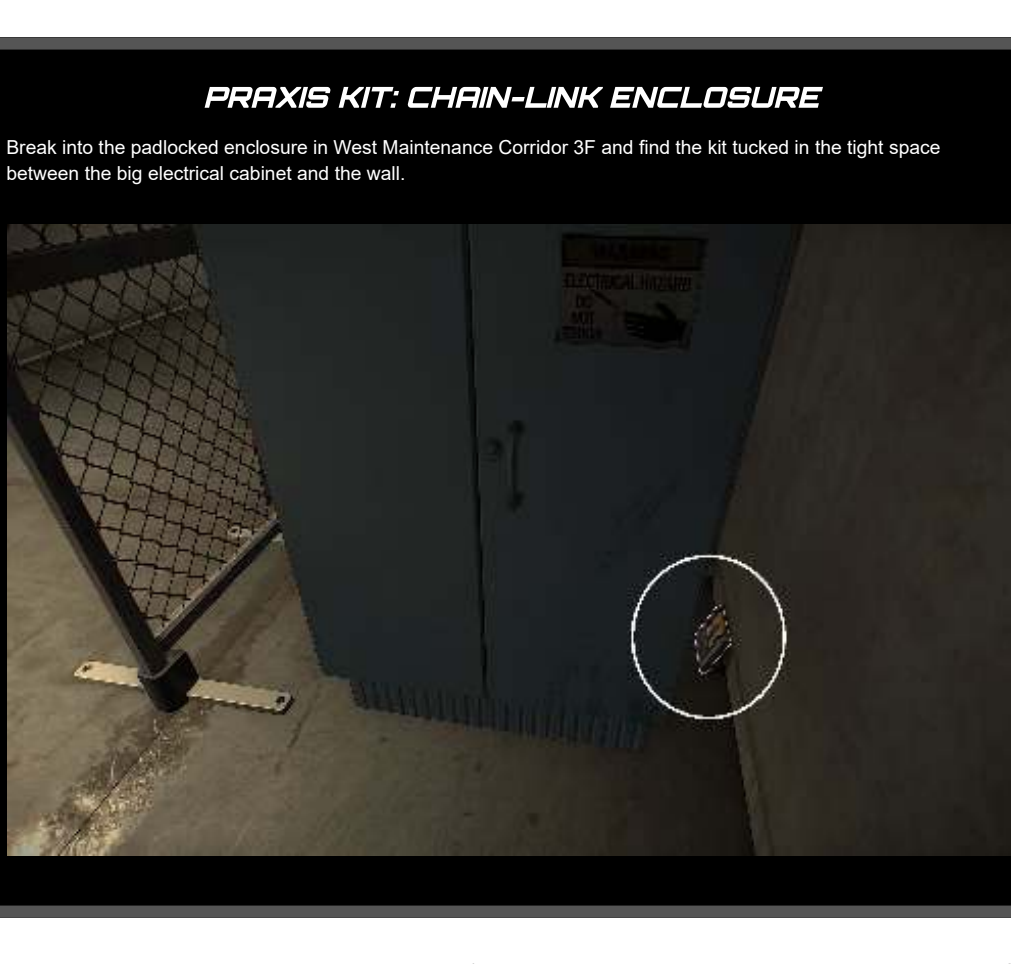
TAKEDOWN
PRESS
HOLD

FIND LEONA ROSOLOVA'S OFFICE

Beyond the room with the guard and employee, approach the stack of crates. Turn left and move the Heavy Plastic Crate (circled in our shot) to reveal an opening through the stack. Crawl through the opening to move carefully past the open lift shaft. Before you proceed through the next door, break the padlock on the chain-link enclosure to the left then enter to find a hidden Praxis Kit.

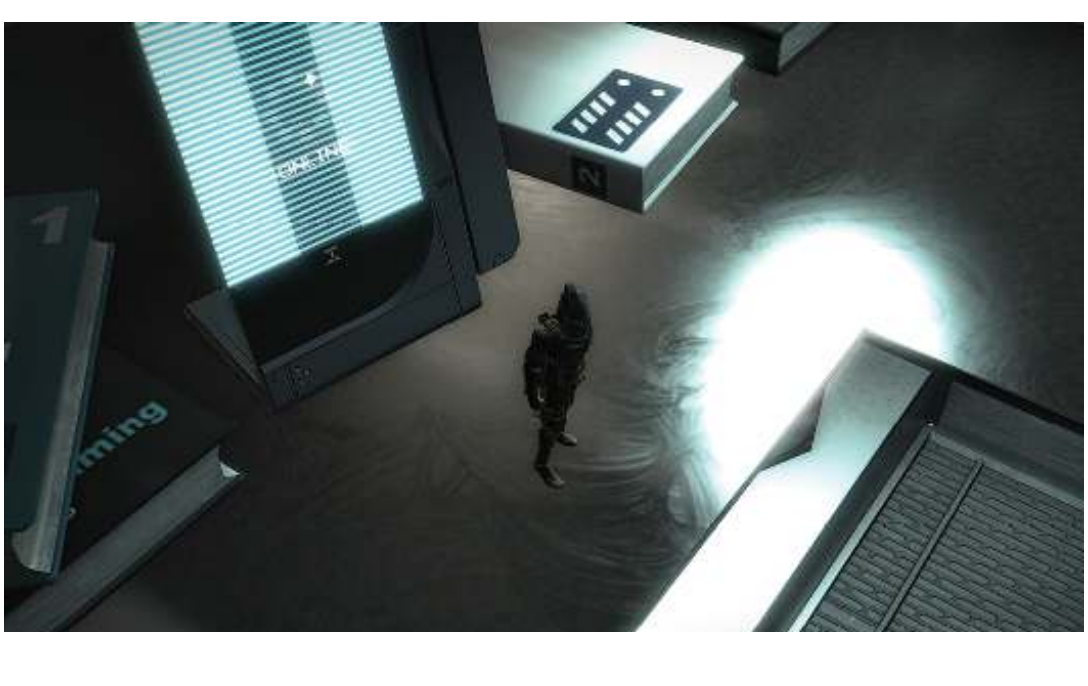
PRAXIS KIT: CHAIN-LINK ENCLOSURE

Break into the padlocked enclosure in West Maintenance Corridor 3F and find the kit tucked in the tight space between the big electrical cabinet and the wall.



Follow the corridor to the heavy grate, and punch it open. (You do have the Punch Through Wall augmentation, don't you?) Hop through the hole into Leona Rosolova's office. Loot the office drawers then approach the desk and place ShadowChild's figurine on the marked location. Do this before you try hacking Leona's computer, because when Jensen placed the figurine, he automatically contacts ShadowChild who provides Leona's laptop password: TRUSTNO1.

03
Leona Rosolova
Head of Engineering
SLIDE TO OPEN



DEUS EX
MANKIND DIVIDED™

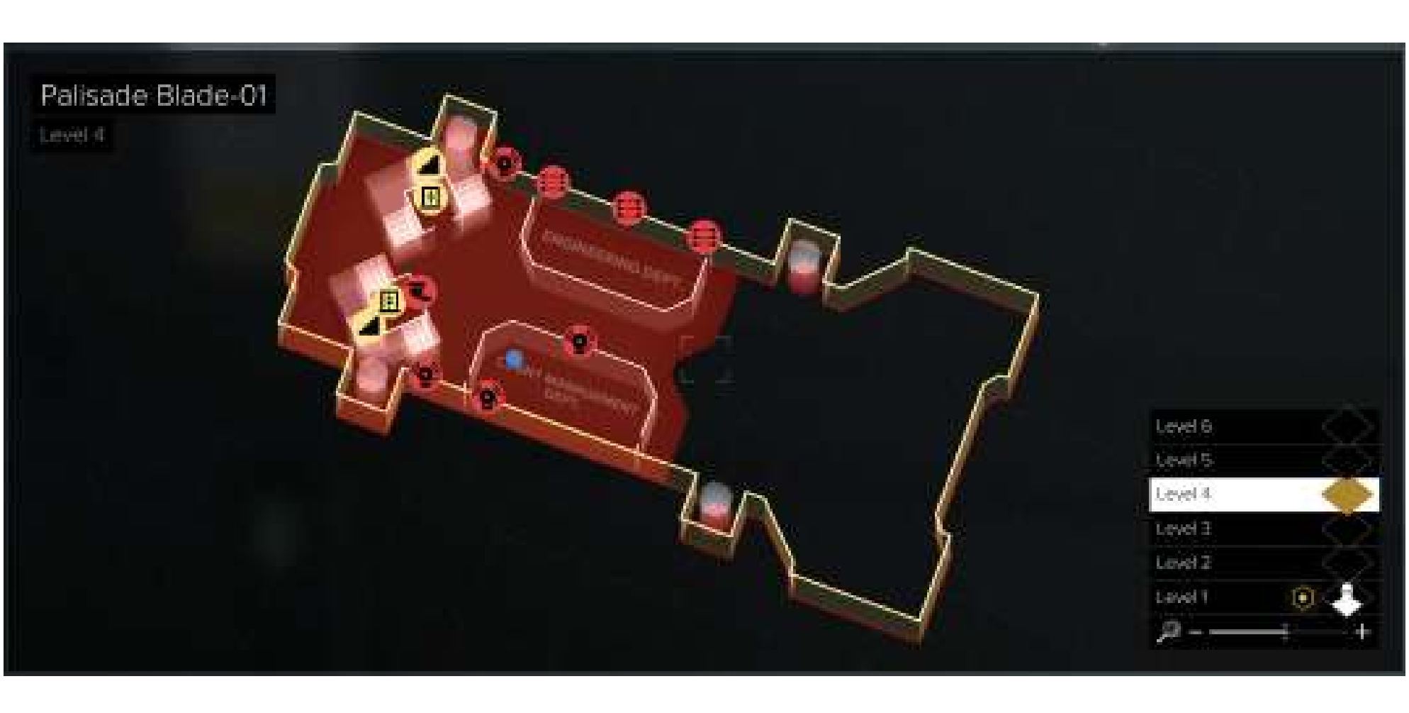
System Rift DLC

Infiltrate the CEO's Office

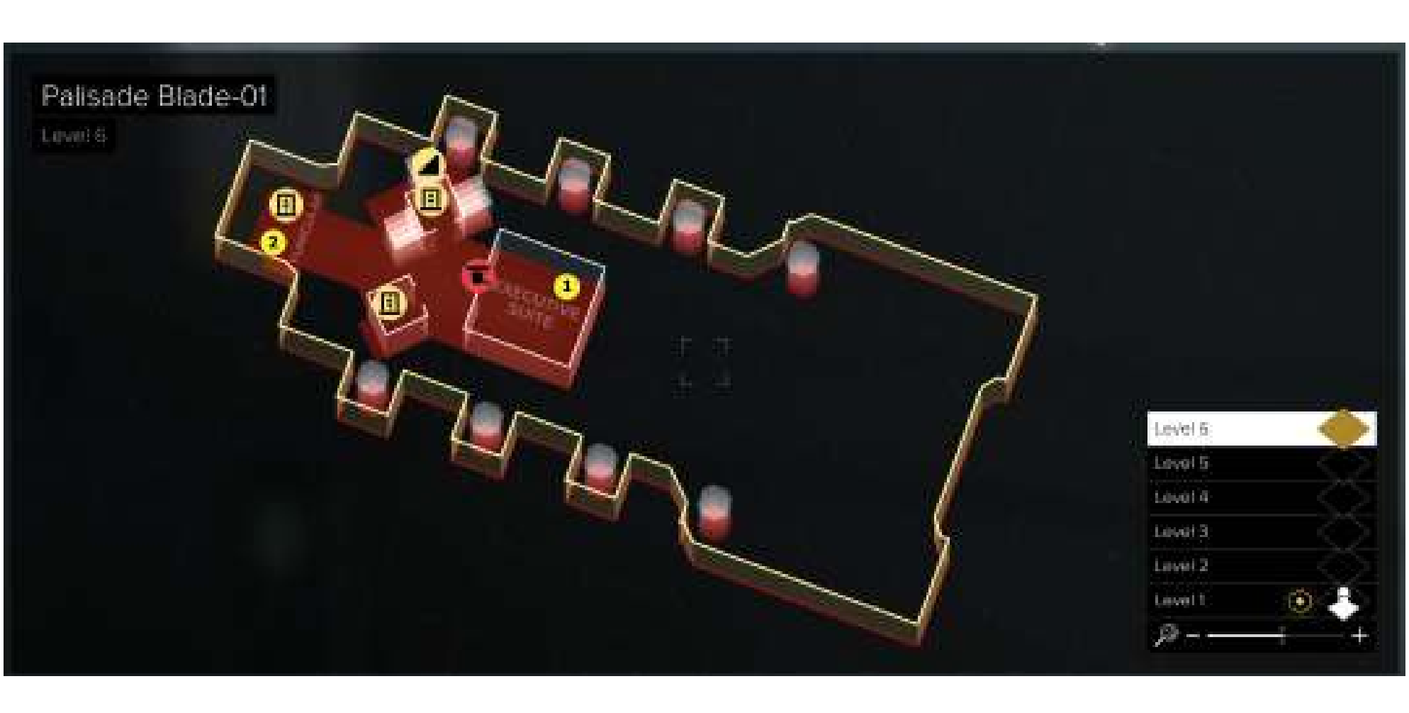
OBJECTIVES

- Find out which server chamber holds Santeau's files
- Ride the funicular and reach the server chambers

OVERVIEW



Palisade Blade 01: Level 4



Palisade Blade 01: Level 5

MAP LEGEND

01: CEO's computer

02: Funicular control

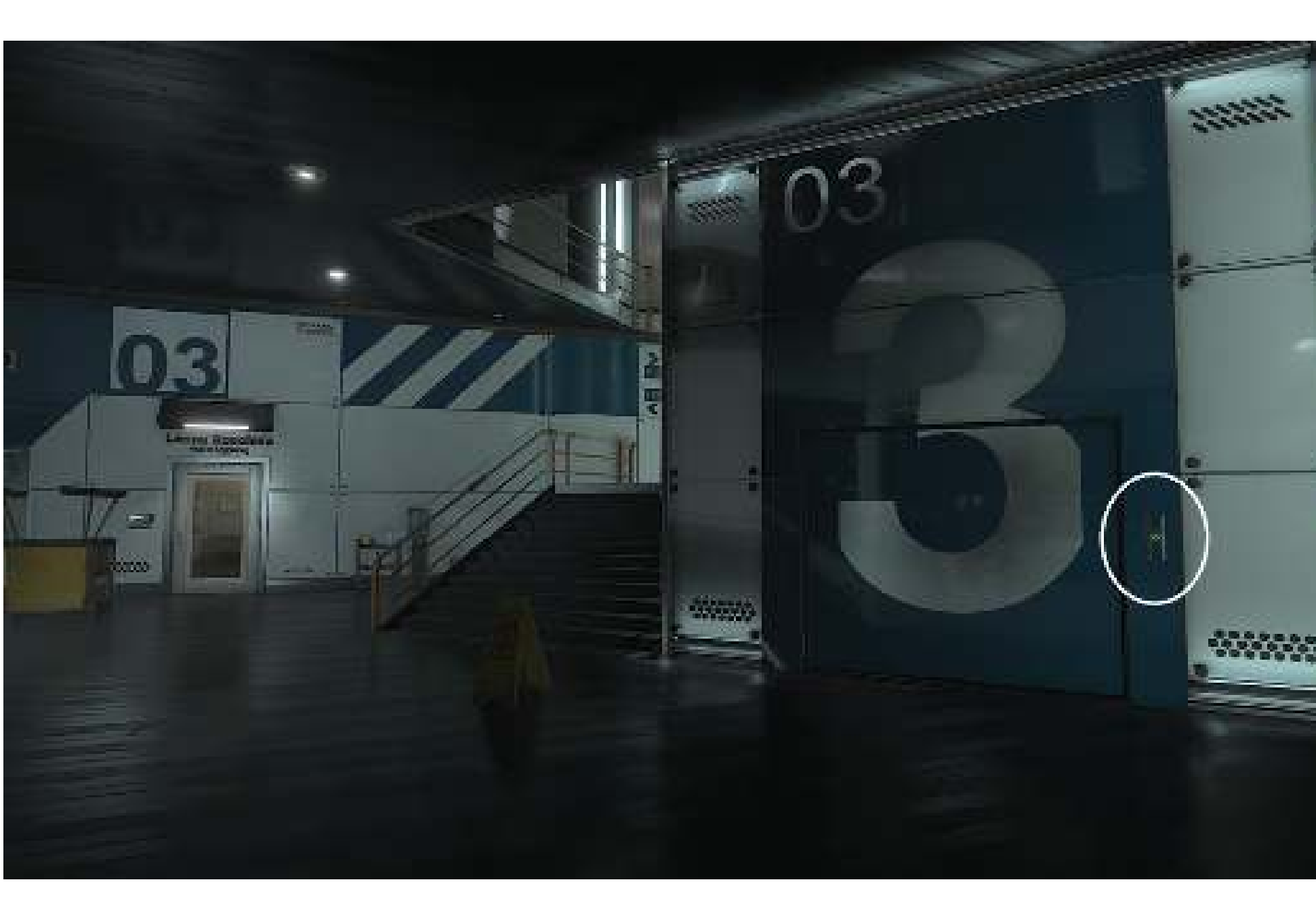
03: [BLUE DOT] = E-Book

FIND OUT WHICH SERVER CHAMBER HOLDS SANTEAU'S FILES

Now you need to find the CEO's Executive Suite on the atrium's top level. There are a number of ways to get there, but here's the quickest.

GET TO LEVEL 5F

Open the door of Leona's office and observe both the guard's patrol pattern and the security turret's sweep. If you have the Remote Hacking augmentation, you can temporarily disable the turret. Or you can activate Glass-Shield Cloaking, if you have that augmentation. Otherwise, wait until the guard turns and paces to the right through the laser grid and the turret starts to swivel away from you. Quickly sneak out and veer leftward to the elevator next to the stairs. Quickly press its call button (circled in our shot) and duck inside the moment the doors open to hide from the turret's view. Use the panel to select "Atrium 5F." Then ride up to that level.

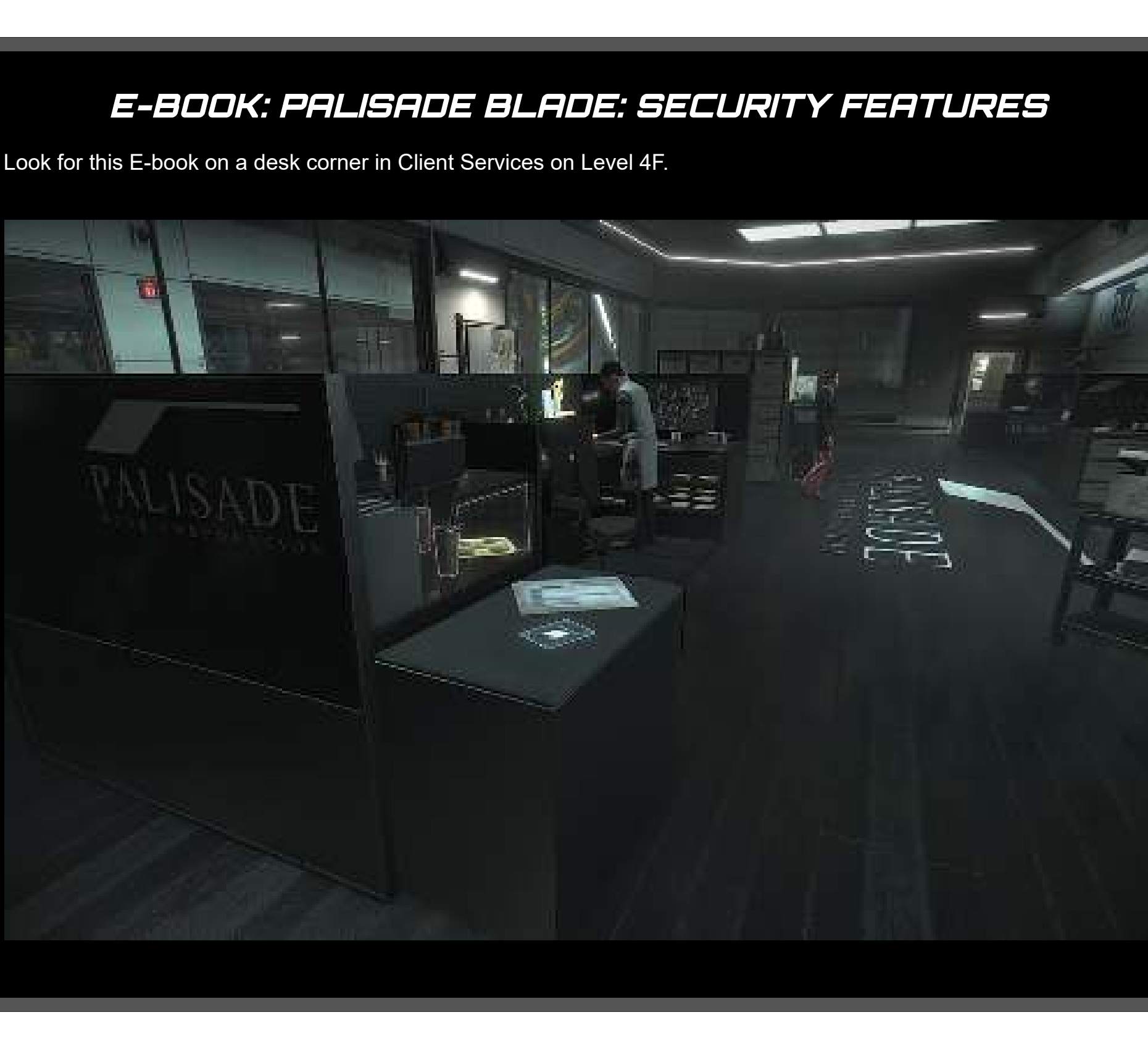


FLOOR 4F PICKUPS

If you choose to explore this level, you can find Nanoblade and Typhoon Ammo, and a Biocell in the Engineering office, and a Multi-Tool just outside that office's far door. In Client Services you can find a lot of hacking software plus an E-Book. You can also pick up a Praxis Kit on top of the Client Services office.

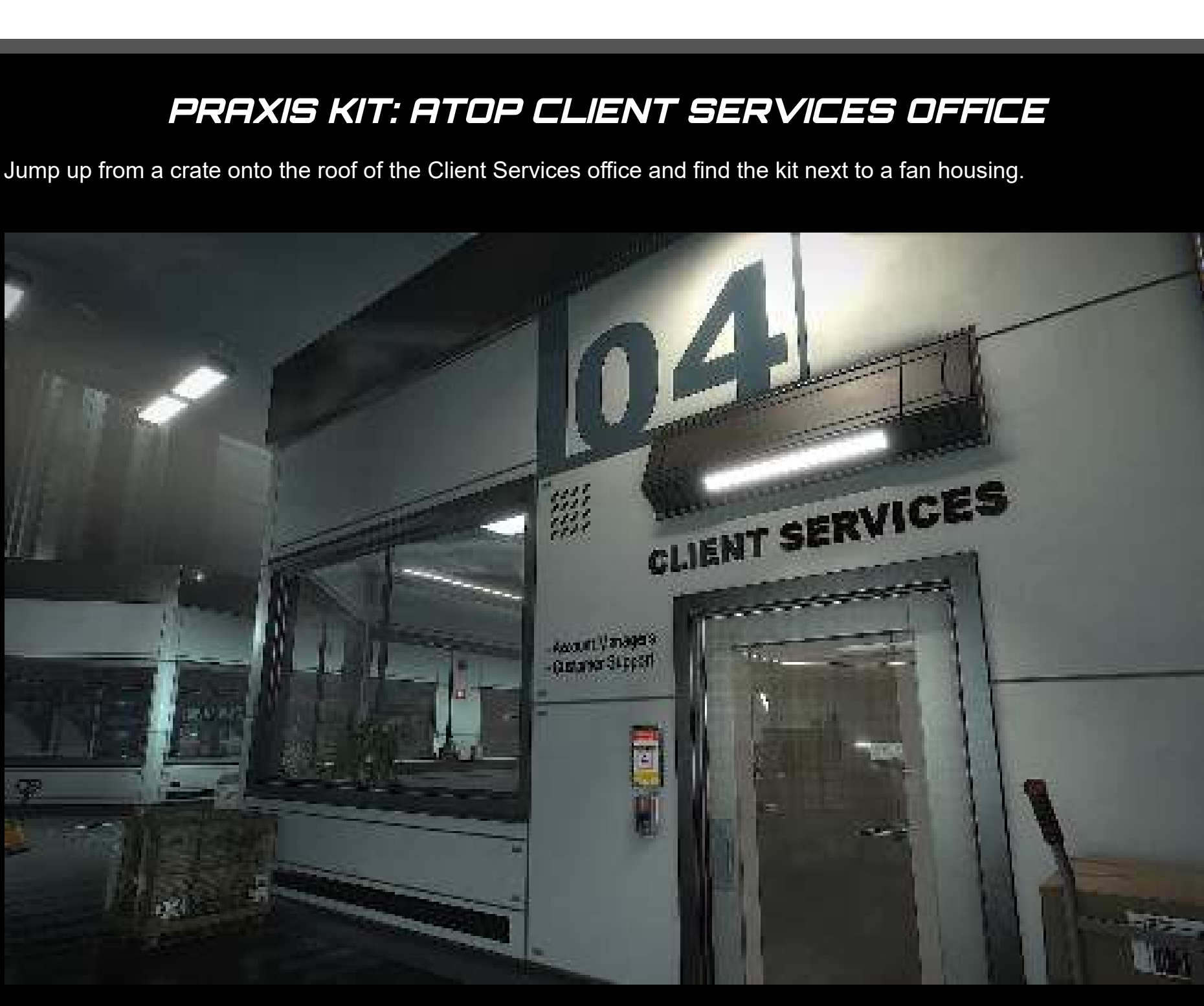
E-BOOK: PALISADE BLADE: SECURITY FEATURES

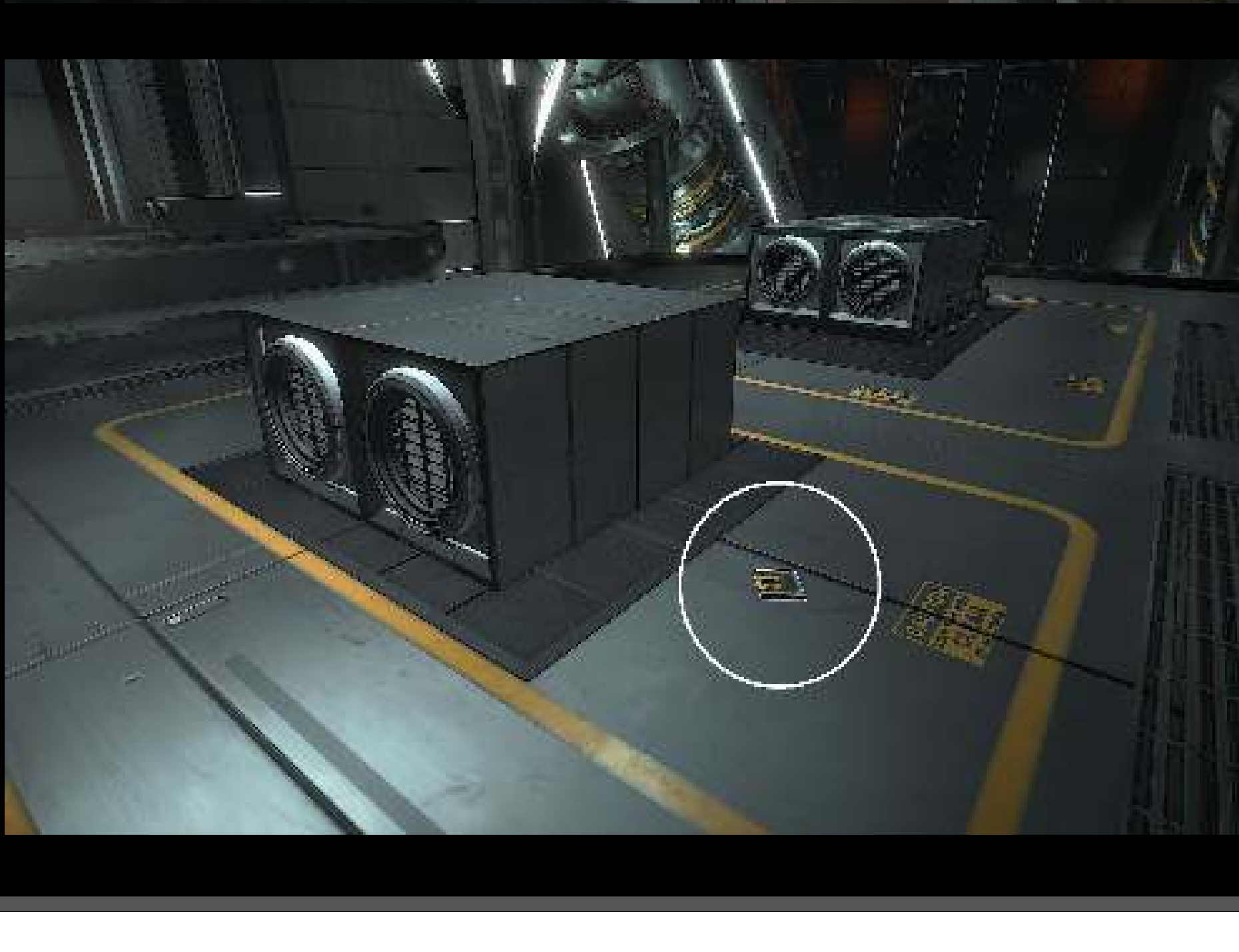
Look for this E-book on a desk corner in Client Services on Level 4F.



PRAXIS KIT: ATOP CLIENT SERVICES OFFICE

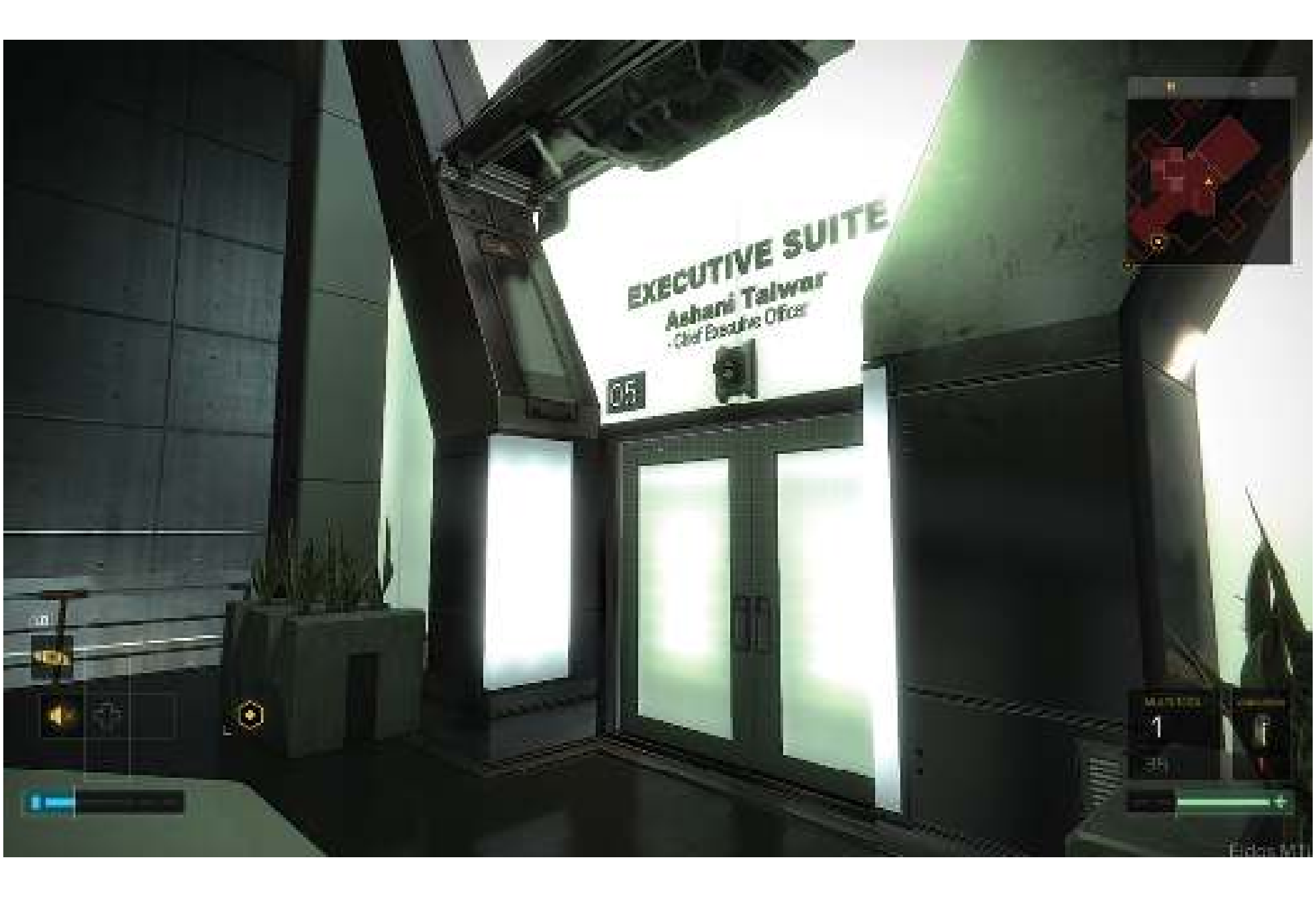
Jump up from a crate onto the roof of the Client Services office and find the kit next to a fan housing.





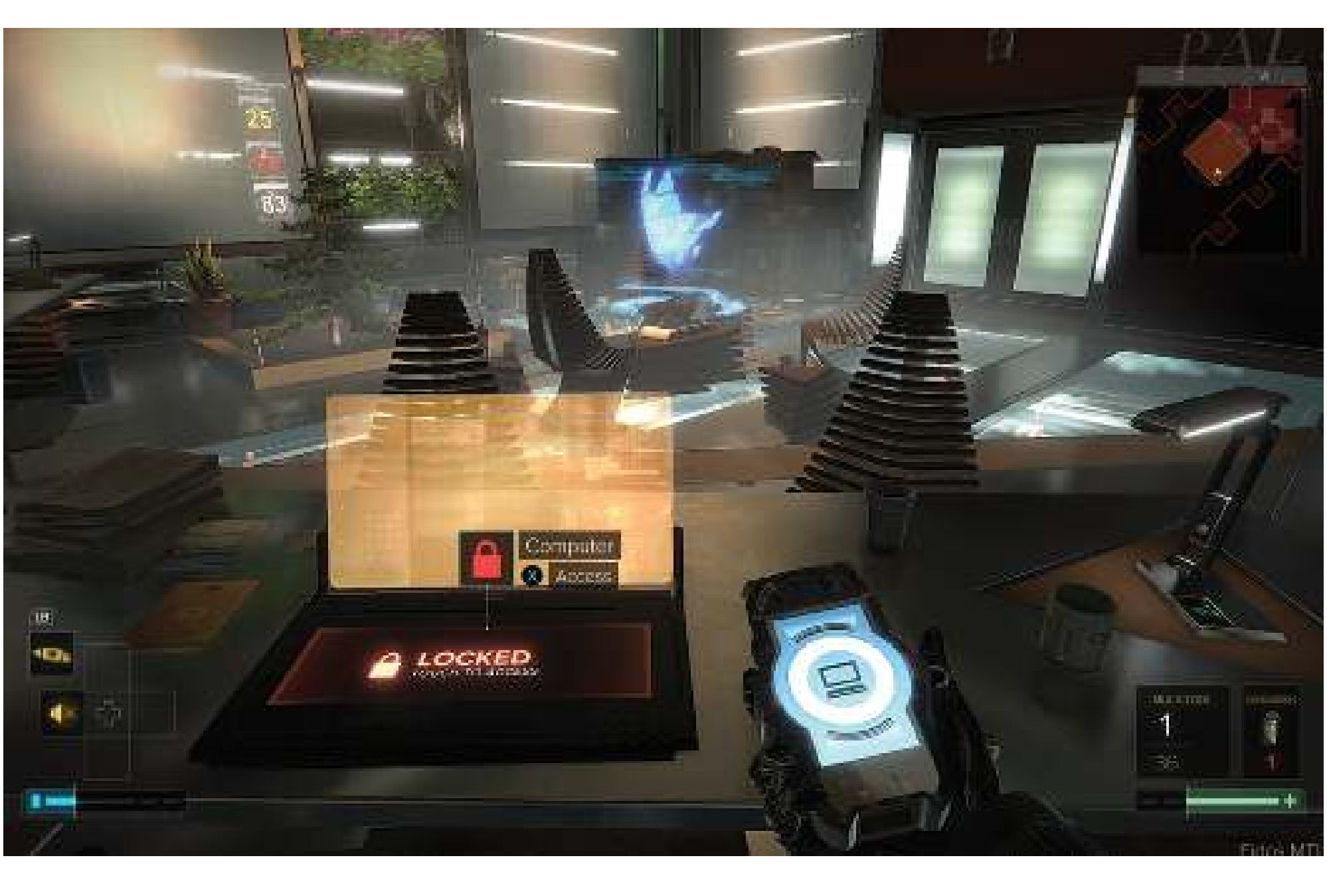
GET INSIDE ASHANI TALWAR'S OFFICE

When the elevator opens, you see the big doors to the Executive Suite ahead. Use Glass-Shield Cloaking again, or wait until the turret camera swivels away, and then hustle into the doorway next to the Keypad. (The camera can't see you here.) Hack the Keypad to unlock the door and enter the suite. Safe!



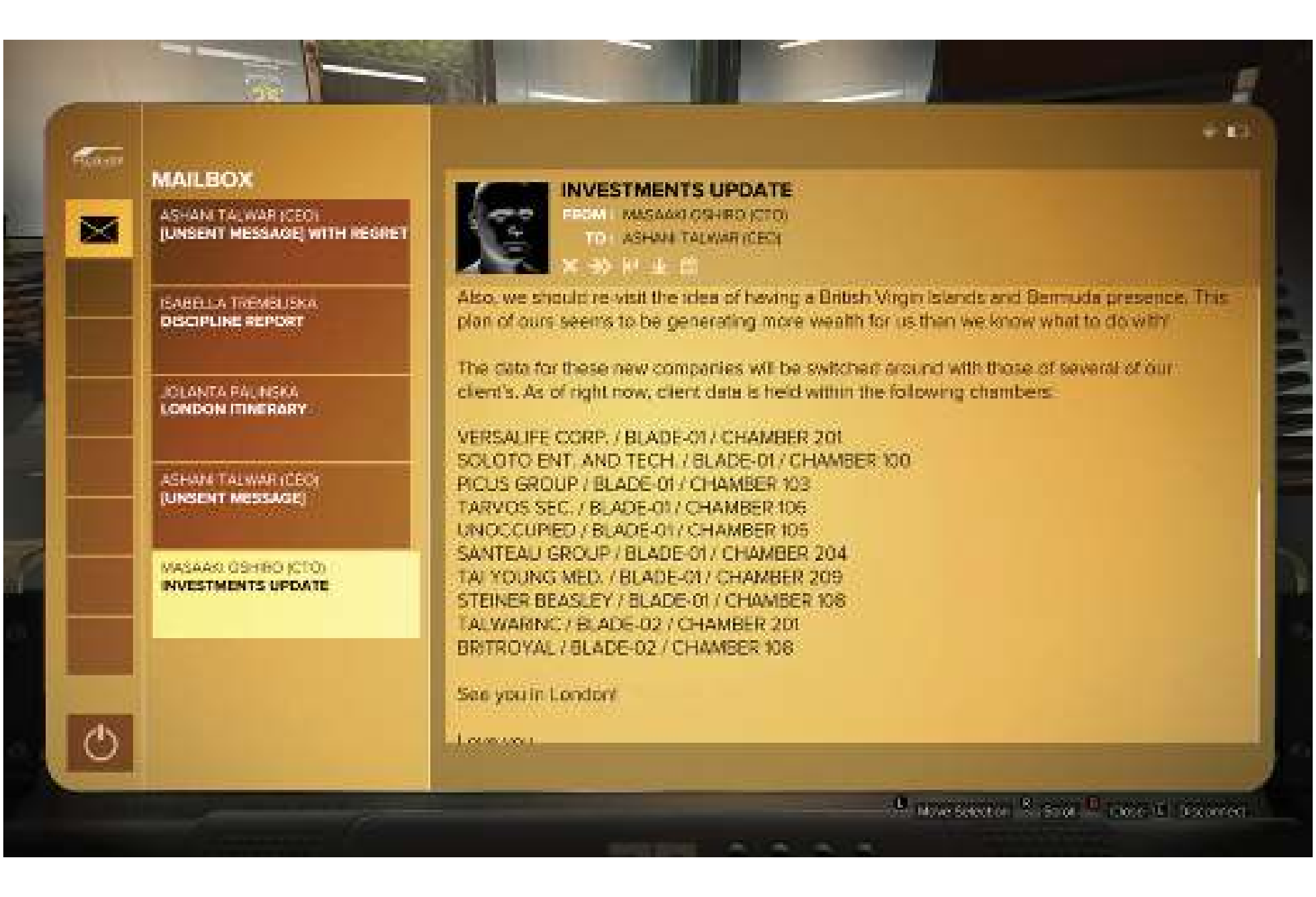
Inside the office, explore for pickup items, use the password "VEDELEM" to access the blue Security computer, and turn off Intruder Tracking on the turret just outside the office door (but only if you have the Turret Domination upgrade under the Hacking Capture augmentation tree). Next, hack into the yellow computer and read the "Investments Update" from Talwar's husband, Masaaki Oshiro. You learn that the Santeau Group's data is inside Chamber 204.

EXECUTIVE SUITE
Ashani Talwar
Chief Executive Officer
05



SECONDARY: SARIDAKIS DEATH (2 OF 4)

When you hack into Ashani Talwar's computer, you learn that the company founders are engaged in some questionable business activities, and that Chamber 209 (where Simona Saridakis was killed) holds the data for a client called Tai Young Medical.



MAILBOX

ASHANI TALWAR (CEO)
[UNSENT MESSAGE] WITH REGRET

ISABELLA TREMBLISKA
DISCIPLINE REPORT

JOLANTA PALINSKA
LONDON ITINERARY

ASHANI TALWAR (CEO)
[UNSENT MESSAGE]

MASAAKI OSHIRO (CTO)
INVESTMENTS UPDATE

INVESTMENTS UPDATE
FROM : MASAAKI OSHIRO (CTO)
TO : ASHANI TALWAR (CEO)

Also, we should re-visit the idea of having a British Virgin Islands and Bermuda presence. This plan of ours seems to be generating more wealth for us than we know what to do with!

The data for these new companies will be switched around with those of several of our client's. As of right now, client data is held within the following chambers:

VERSALIFE CORP. / BLADE-01 / CHAMBER 201
SOLOTO ENT. AND TECH. / BLADE-01 / CHAMBER 100
PICUS GROUP / BLADE-01 / CHAMBER 103
TARVOS SEC. / BLADE-01 / CHAMBER 106
UNOCCUPIED / BLADE-01 / CHAMBER 105
SANTEAU GROUP / BLADE-01 / CHAMBER 204
TAI YOUNG MED. / BLADE-01 / CHAMBER 209
STEINER BEASLEY / BLADE-01 / CHAMBER 108
TALWARINC / BLADE-02 / CHAMBER 201
BRITROYAL / BLADE-02 / CHAMBER 108

See you in London!

Love you

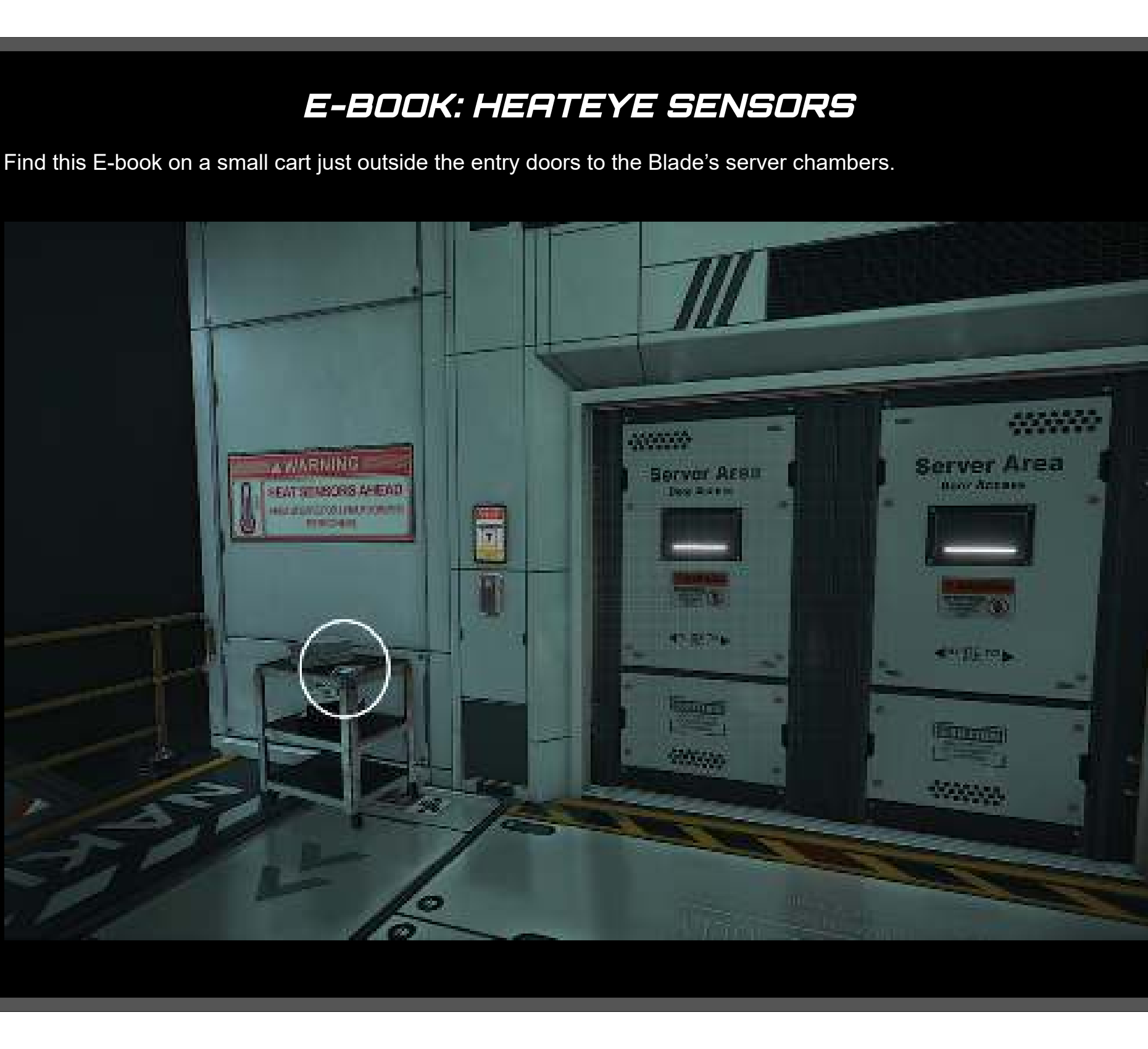
RIDE THE FUNICULAR AND REACH THE SERVER CHAMBERS

Leave the Executive Suite and cross the Level 6 lobby to the funicular platform. Step aboard and press the button panel to ride up to the Server Area Door Access. Use the Pass-Port Reader and open the doors.

PALISADE
BANK CORPORATION

E-BOOK: HEATEYE SENSORS

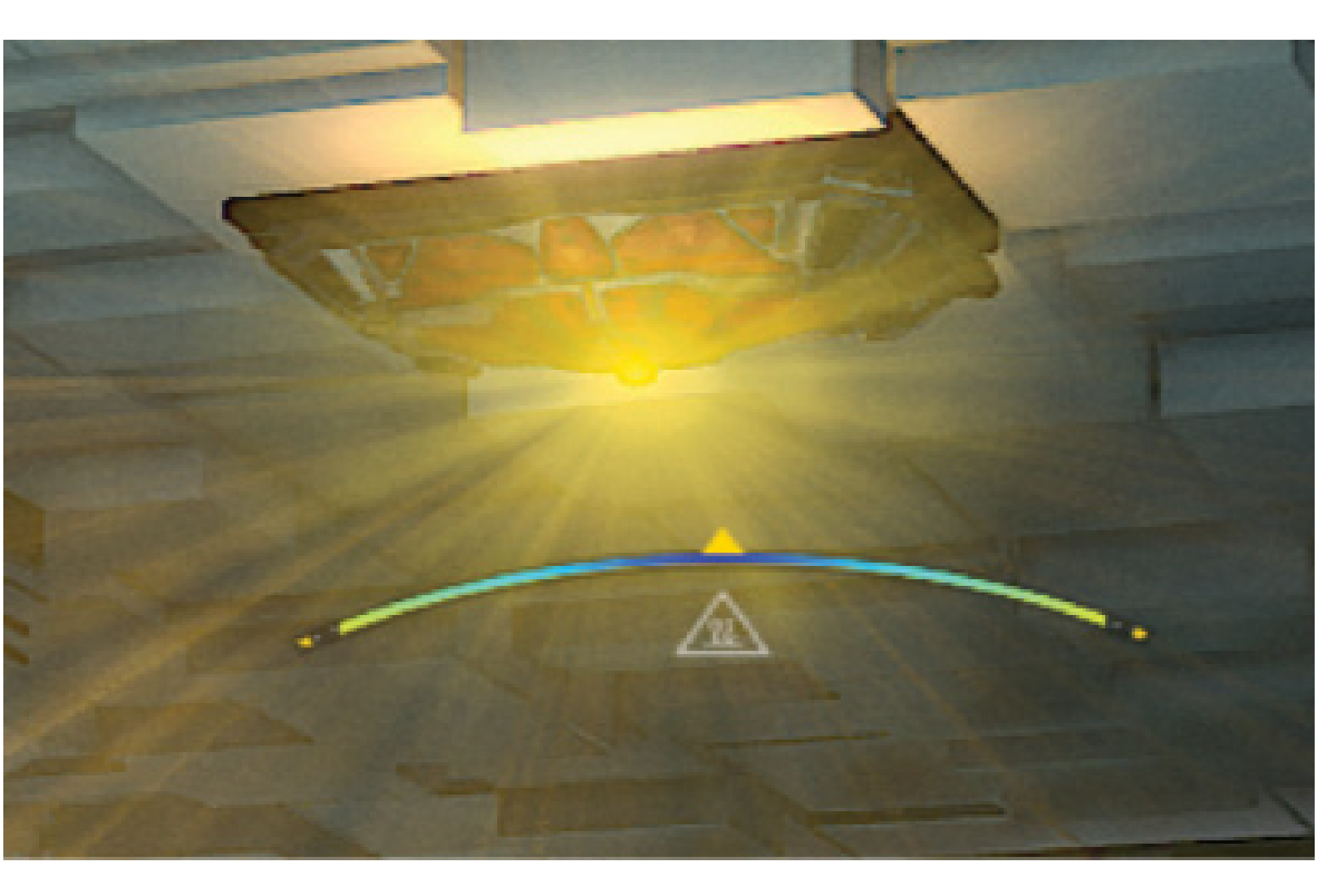
Find this E-book on a small cart just outside the entry doors to the Blade's server chambers.



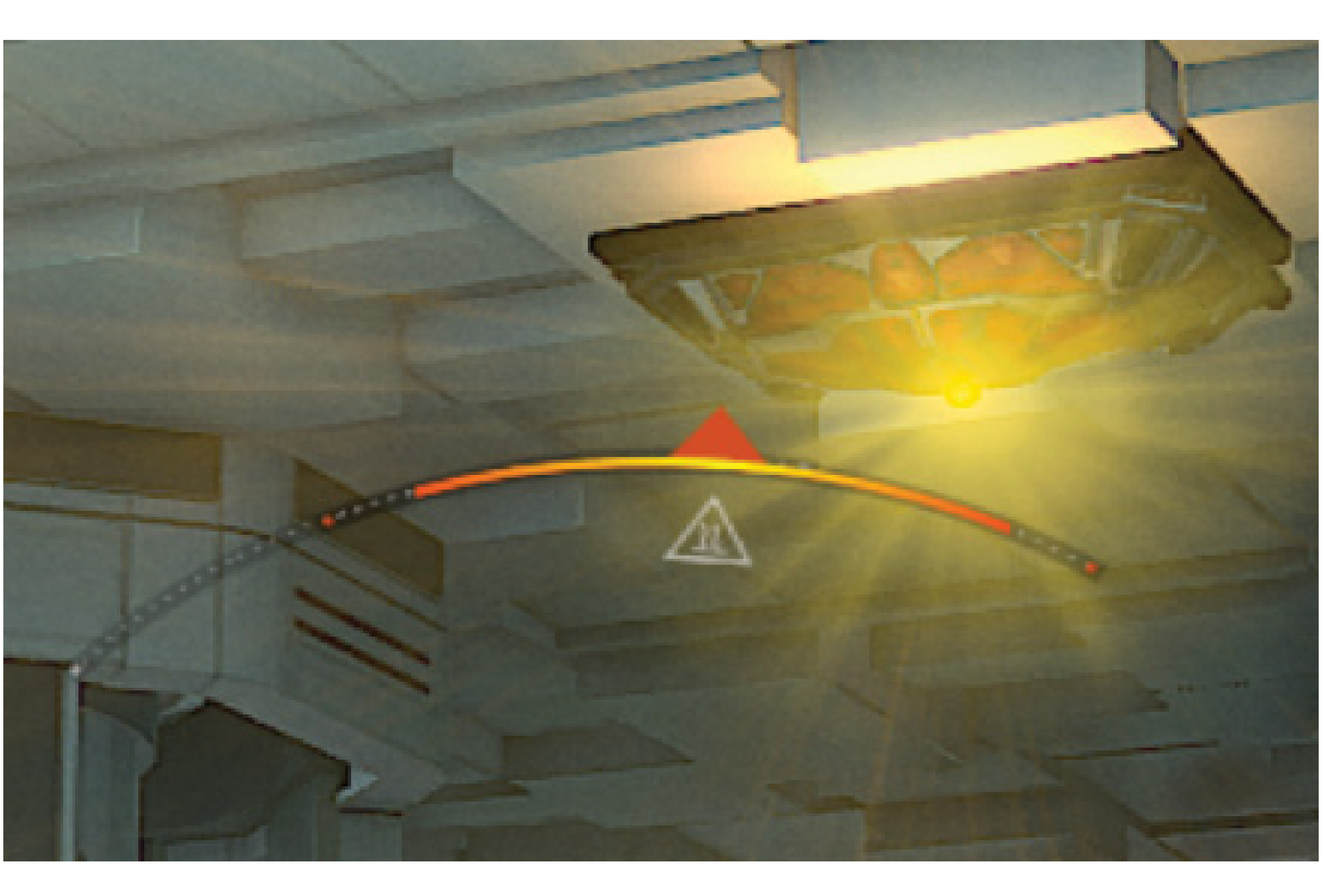
HOW HEATEYE SENSORS WORK

Each Palisade Blade server chamber exclusively uses deadly robots equipped with HeatEye Sensors to defend its zone. These machines are detailed in red, and employ heat vision rather than typical optic sensors. The defensive grid includes Security Cameras and Turrets, Flying Drones, and Sentry Bots.

When one of these units spots Jensen using the heat spectrum, a special version of the detection UI appears onscreen. The closer Jensen is to the heat sensor, the faster it will lock in and detect him.

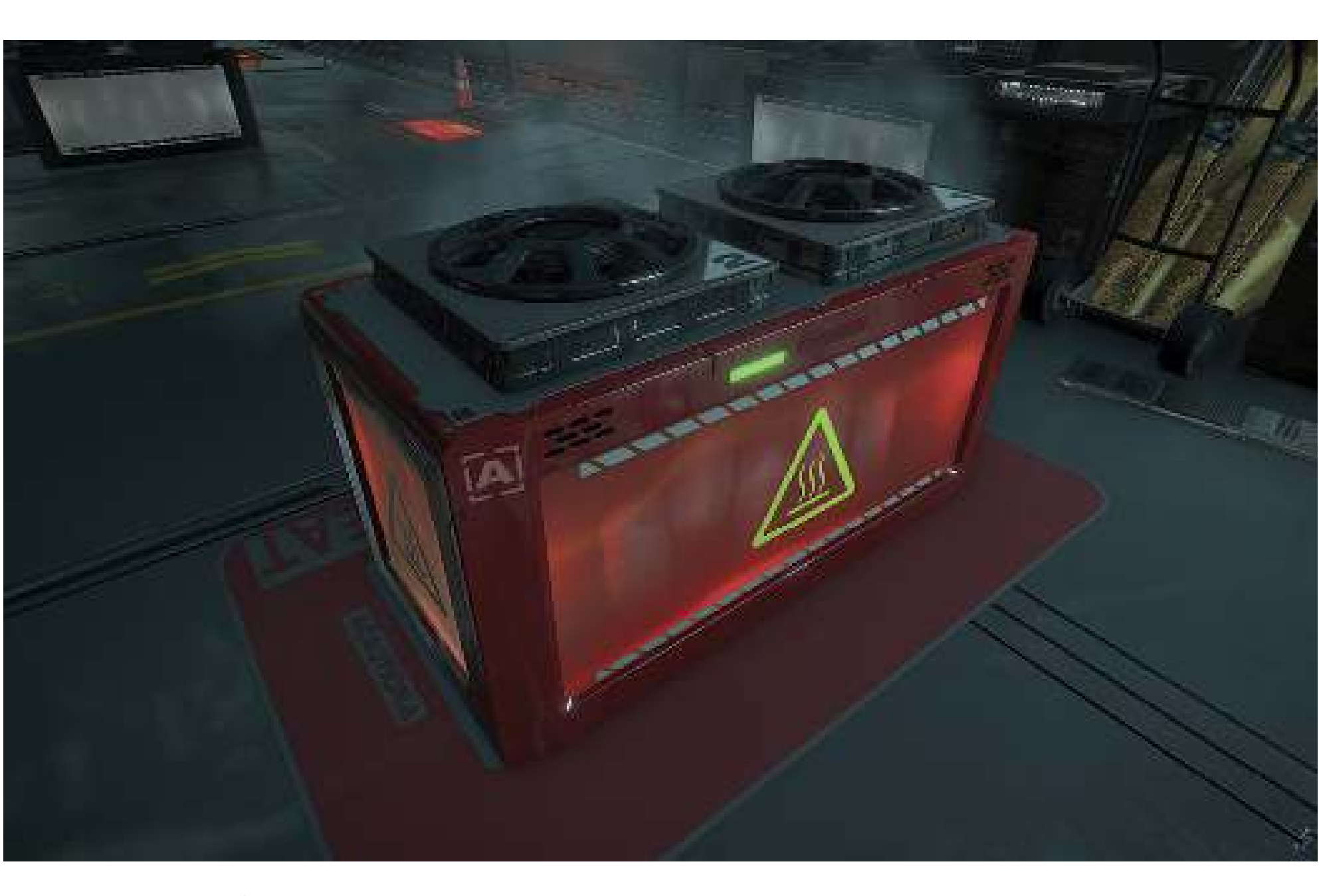


Detecting > Investigating



Investigating > Hostile

Jensen can hide from them in two ways. First, he can stand behind, atop, or next to a heat source. Jensen's heat signature will be masked by the source. Look for red crates and floor panels marked with a heat icon. A Sentry Bot can be directly in front of Jensen but fail to detect him if he's near one of these heat sources.



A typical heat source. Look for these markings.

Second, the server rooms feature heavy shielding, so Jensen can hide behind solid walls. This isn't true for standard cover objects, however. HeatEye Sensors can "see" Jensen right through regular crates or other such objects.

Some other notes:

Hostile machines "see" Jensen's last known position and will attack it.

Heat-sensing drones immediately become hostile if they collide with Jensen and can detect any sounds he makes. Stay out of their way if at all possible.

Fast movement makes Jensen easier to "see," so running over heat sources won't reduce the detection meter. You must stand still on or near the source.

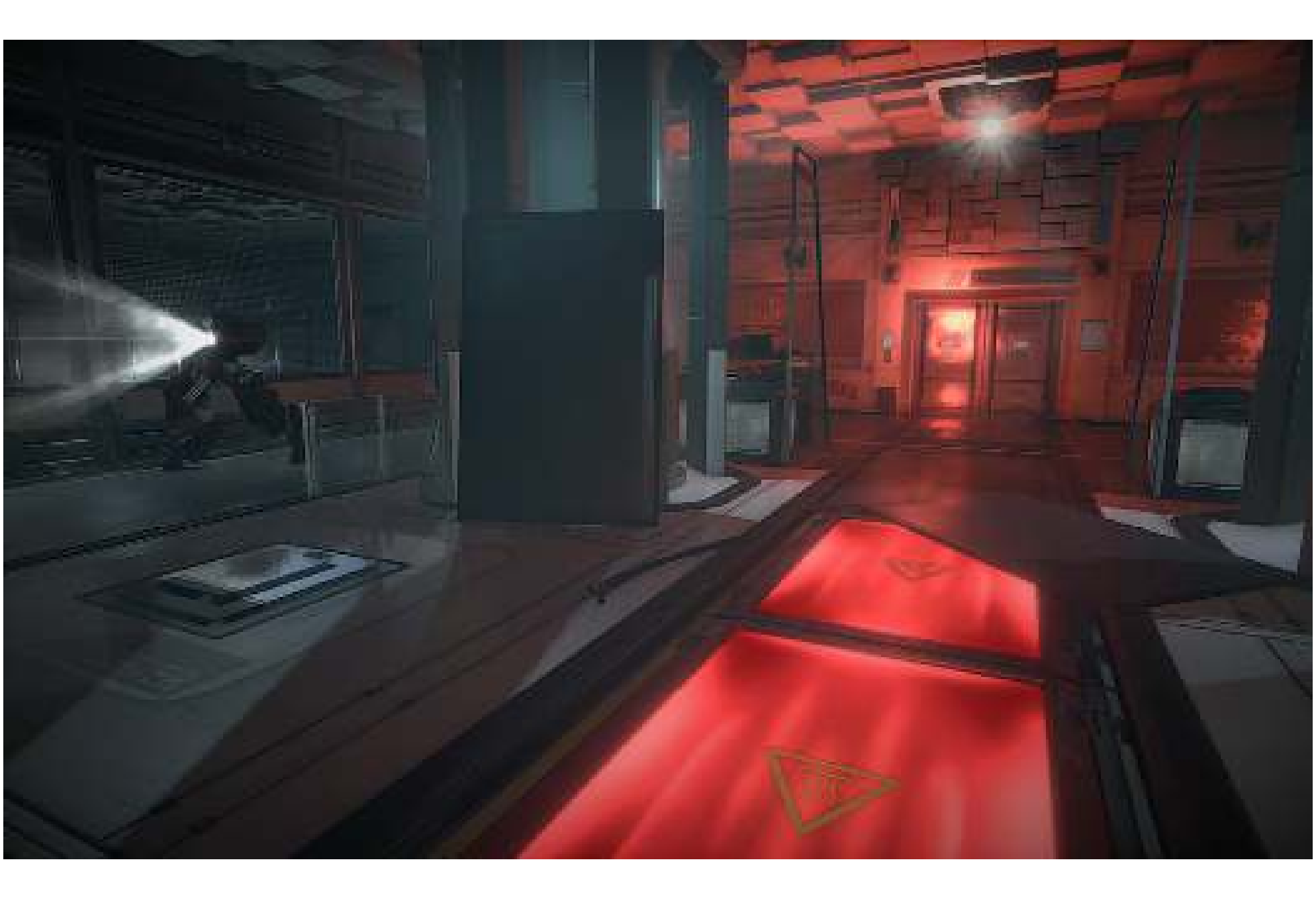
Smoke can blind HeatEye Sensors temporarily. Thus, smoke grenades or fire extinguishers can create effective cover that lets Jensen hide from the sensors.

REMOTE HACKING

Remember that if you have the experimental Remote Hacking augmentation you can temporarily disable cameras, turrets, and bots from afar. This is a nice ability to have in the server chambers.

GET ACROSS THE ENTRY ROOM

Immediately dash to the right to the red crate, which is a heat source that conceals your heat signature from the HeatEye Sensors in the three ceiling Turrets and the single pacing Sentry Bot. Use the red floor panels to stay hidden while moving across the entry lobby to the far door. (Ignore the locked Hatch in the center of the room; you can't use it yet.)



TOO HOT TO HANDLE

You earn this Trophy/Achievement if you can make it through the server chamber areas above the funicular without being detected as a threat by the HeatEye Sensor systems.

If you get spotted, step onto a red heat source and stand still until the alarm and search ends. Important: If you decide to fight, you can use one weapon with EMP ammo to disable the automated units and then quickly swap to another weapon with armor piercing ammo to destroy them. When you finally reach the far side, use the Pass-Port Reader to unlock the doors and hustle into the next room.

SERVER FARM ENTRY ROOM PICKUPS

DEUS EX
MANKIND DIVIDED™

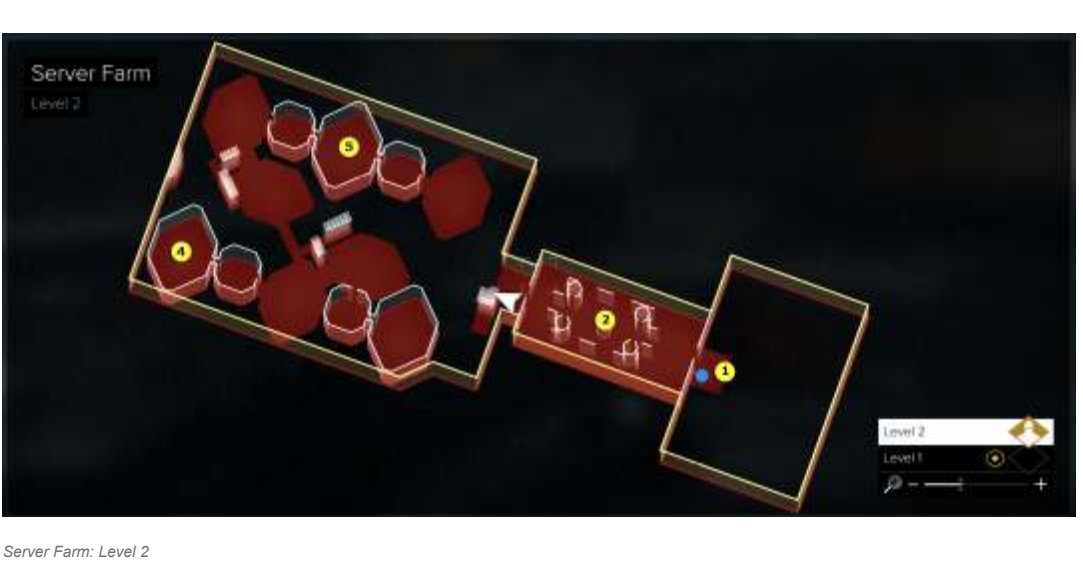
System Rift DLC

Infiltrate the Server Chambers

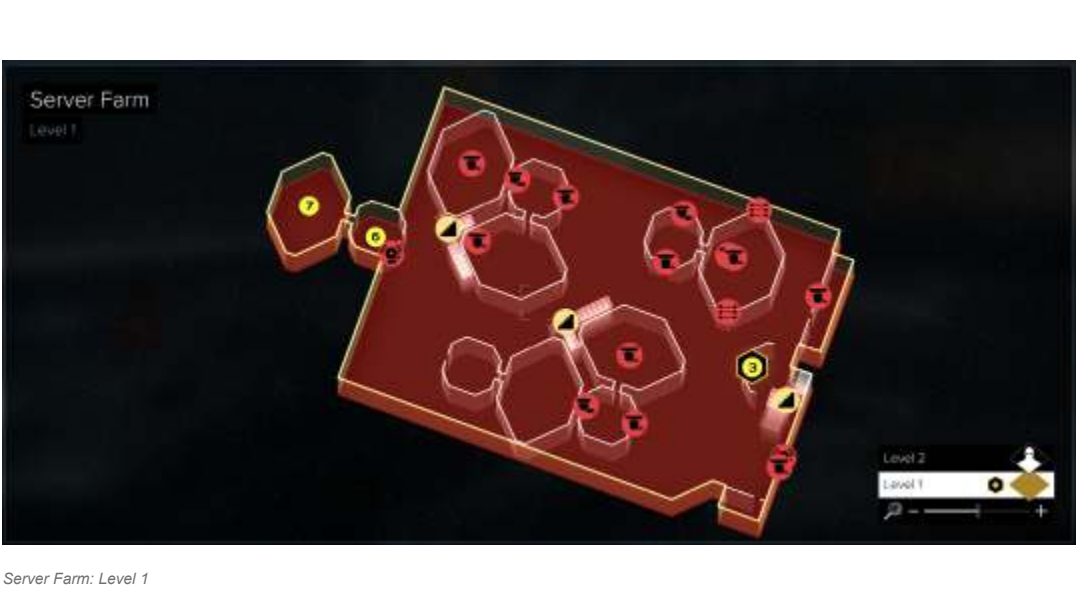
OBJECTIVES

- Optional: Inspect server chamber 209
- Unlock server chamber 204
- Insert the Pass-Port into Santeau's server terminal
- Enter the CTO's private workstation

OVERVIEW



Server Farm: Level 2



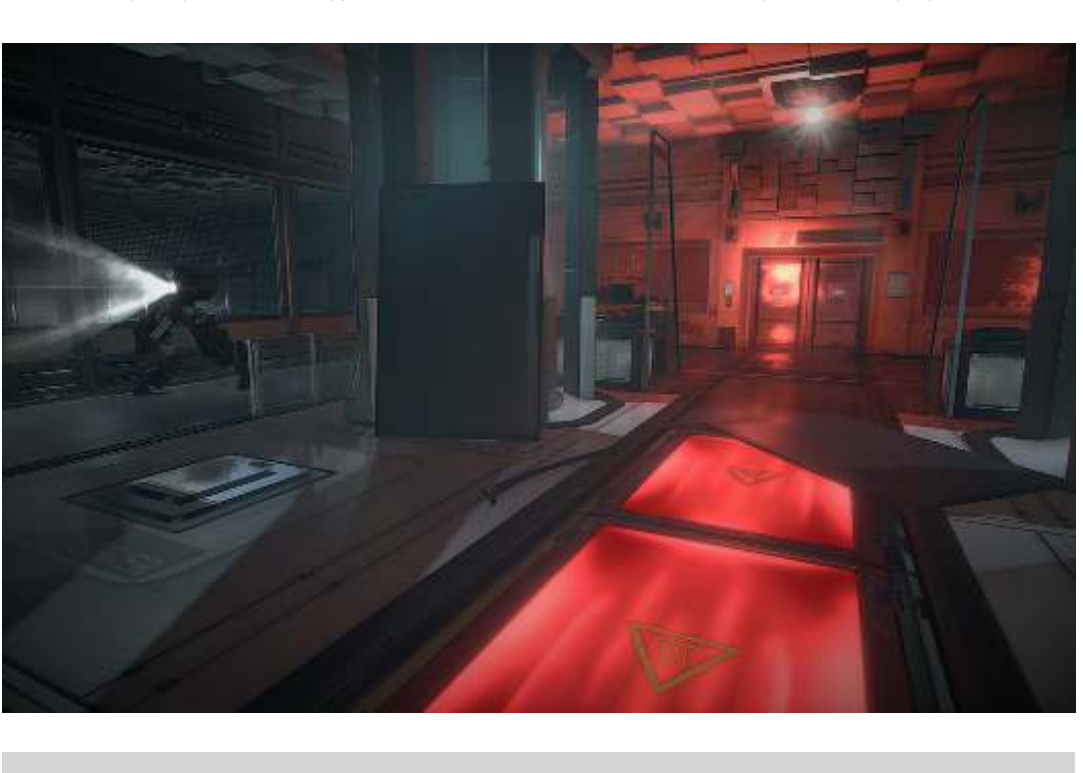
Server Farm: Level 1

MAP LEGEND

- 01: Funicular arrival
- 02: Maintenance hatch (locked until after NSN sequence)
- 03: Security console (Server room plan)
- 04: Server chamber 209
- 05: Server chamber 204
- 06: Oshiro's private workstation
- 07: NSN Chair
- [BLUE DOT] = E-Book

GET ACROSS THE ENTRY ROOM

Immediately dash to the right to the red crate, which is a heat source that conceals your heat signature from the HeatEye Sensors in the three ceiling Turrets and the single pacing Sentry Bot. Use the red floor panels to stay hidden while moving across the entry lobby to the far door. (Ignore the locked Hatch in the center of the room; you can't use it yet.)



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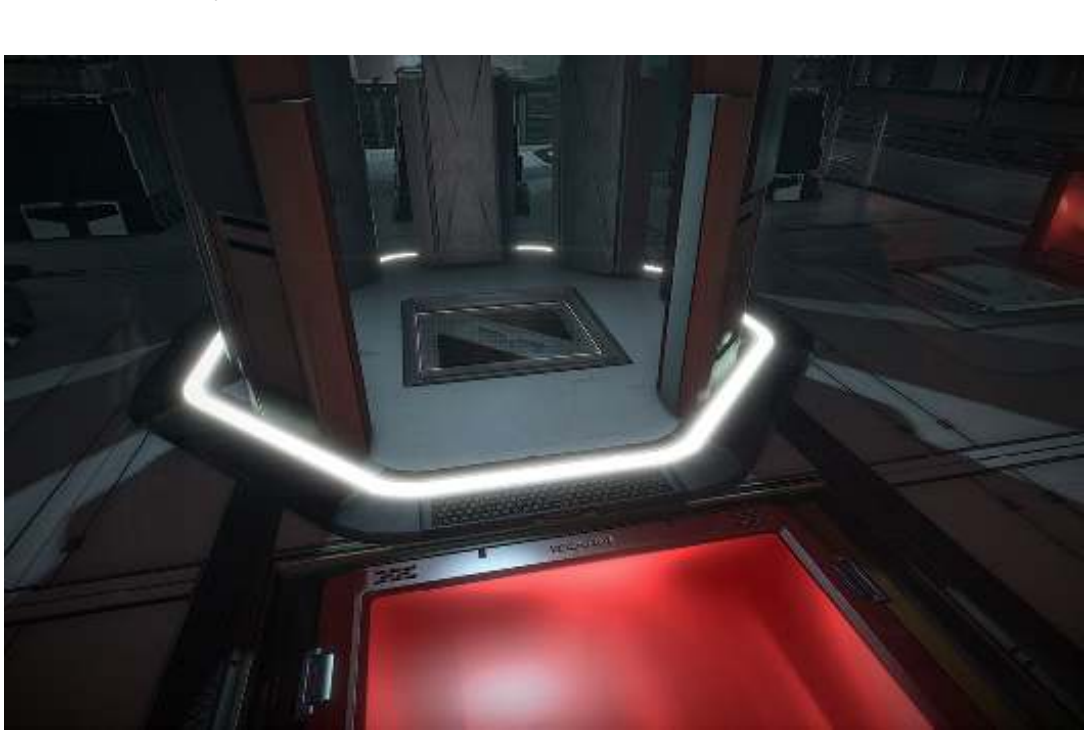
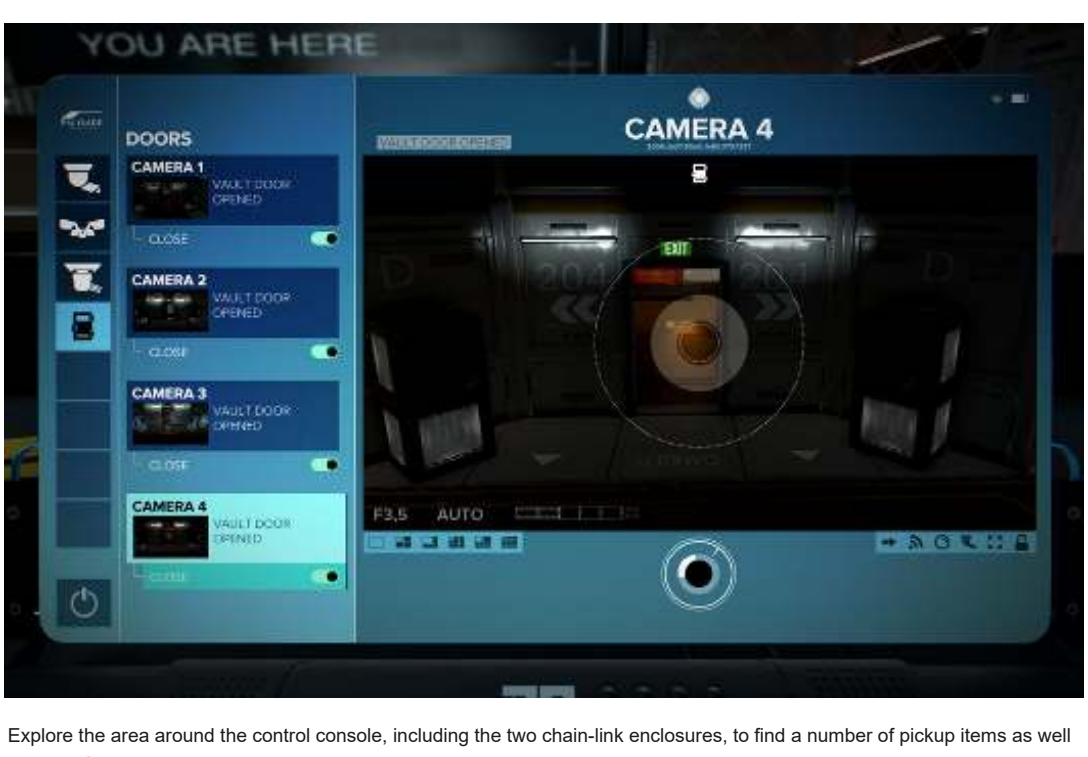
SERVER FARM ENTRY ROOM PICKUPS

Just inside the door to the left is a HypoStim Injector on the lower shelf of a cart. A Biocell sits directly ahead on the shelf to the left of the work-desk. A row of lockers to the right holds some useful ammo items.

UNLOCK SERVER CHAMBER 204

Go downstairs to the control console where you can see a schematic of the floor plan showing all the server chambers, including 204, your primary destination, and 209, your secondary destination. Hack the two blue Security terminals to turn off Intruder Tracking on all cameras and all turrets (if you have the Turret Domination aug). If you have Robot Domination, you can turn off Intruder Tracking on the flying Drones, too. Finally, and most importantly, open all the doors to all server chambers. In particular, you need chambers 204 and 209 unlocked.



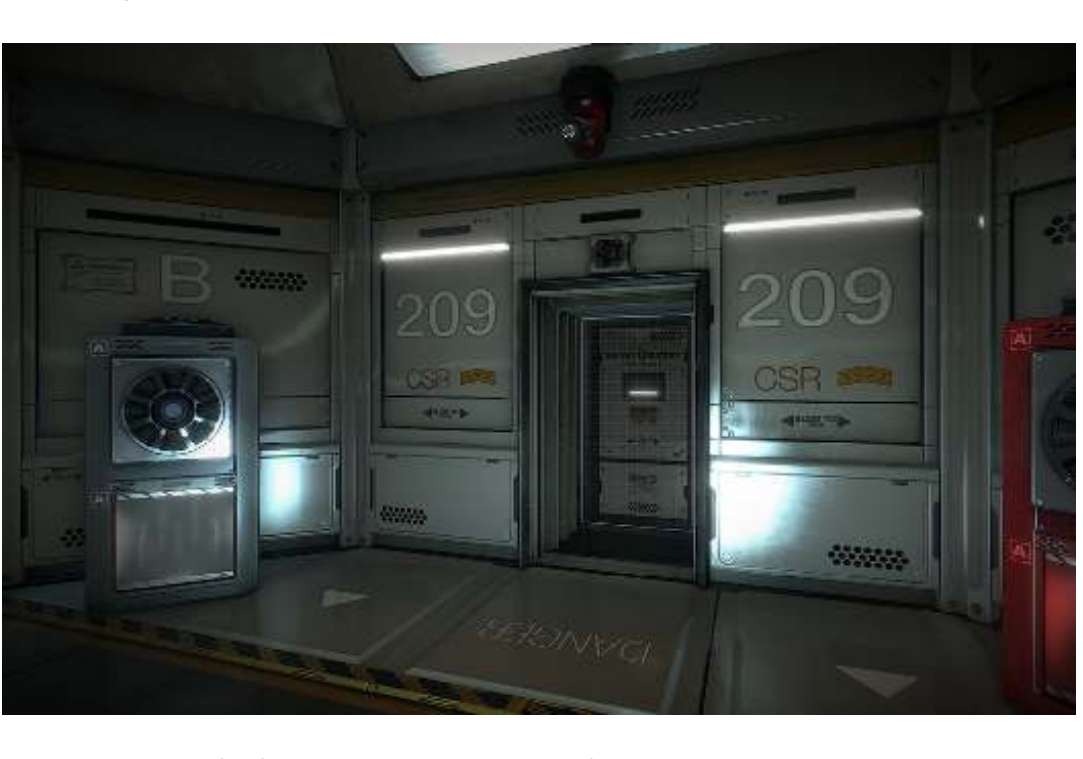


Explore the area around the control console, including the two chain-link enclosures, to find a number of pickup items as well as EMP Generators and Explosive Barrels that you can place in the walkways and then shoot to detonate when automated bots pass by.

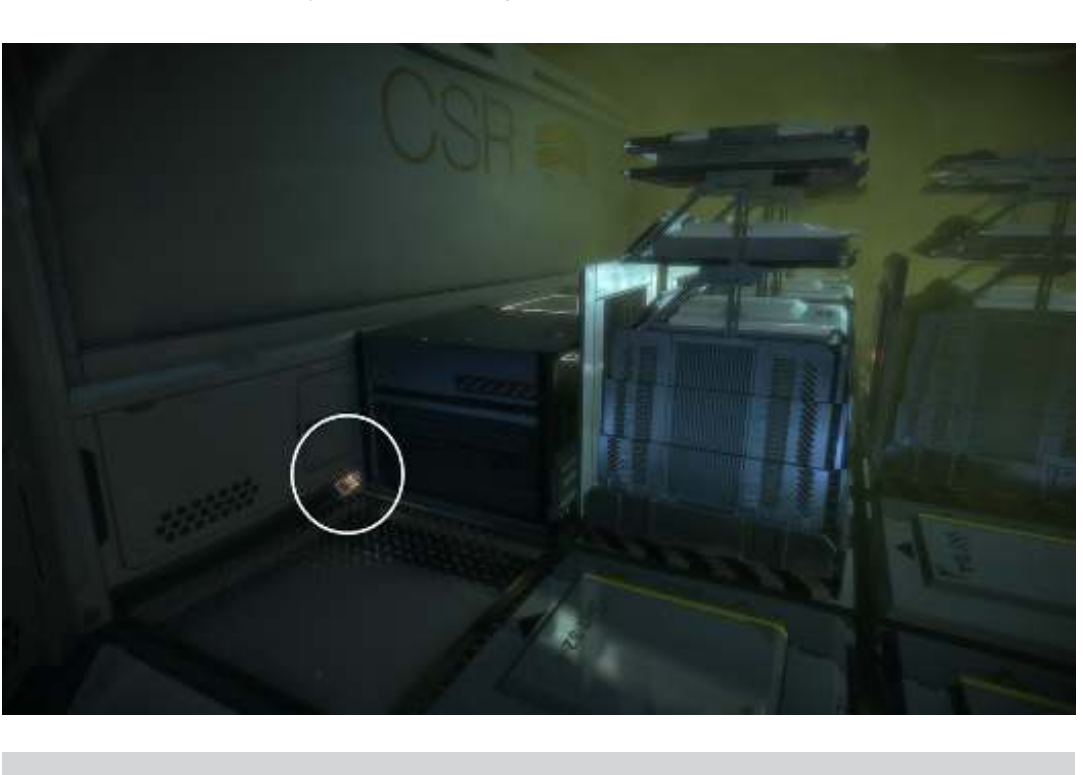
SECONDARY: INVESTIGATE THE SARDAKIS DEATH (3/4)

OPTIONAL: INSPECT SERVER CHAMBER 209

The two server chambers you want to visit are raised on upper levels. Check out the Server Room Plan above the console to spot chamber 209 at the upper left. Head down the central walkway until you reach the stairs on the left and climb them. At the top, turn right and enter the room marked "B." Approach the door to 209 and open it.



Uh oh… The chamber is full of toxic yellow gas. You see a number of towers that you can raise and lower with Remote Hacking, but just ignore that. If you have the Implanted Rebreather, simply enter the chamber and walk around the left side of the towers to find a Pocket Secretary on the floor, tucked against the back wall. Pick it up!

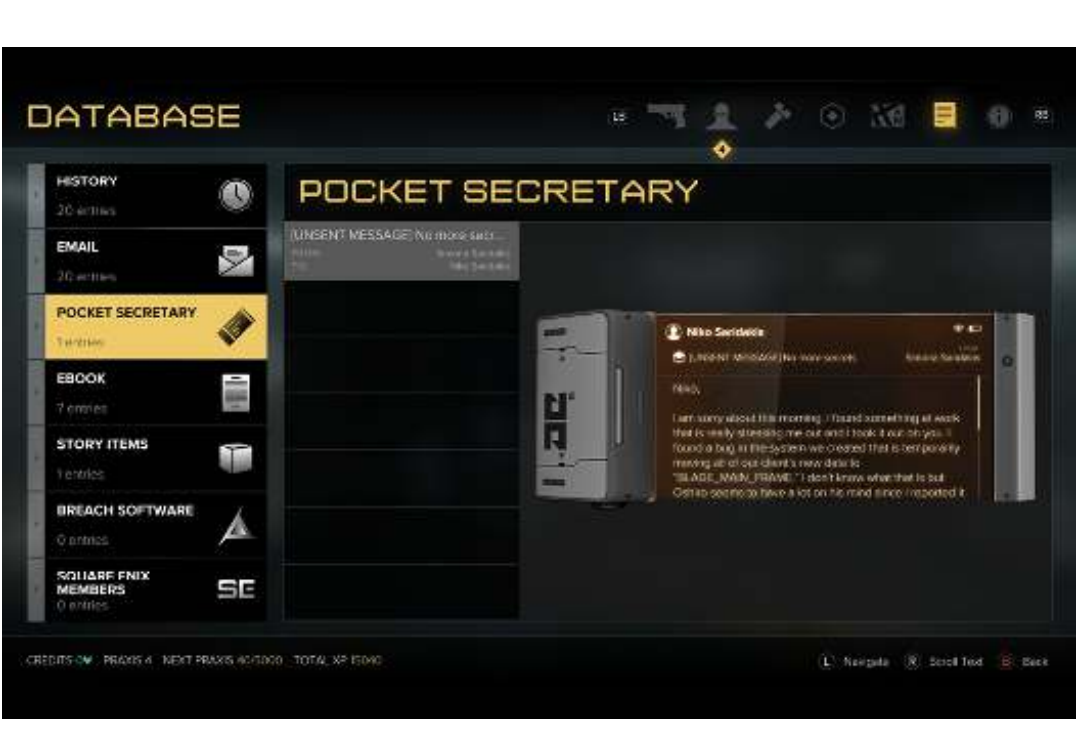


FIND EACH HOLOGRAPHIC LETTER

In server chamber 209 you can hop atop the back tower and turn on the holograph for Tai Young Medical. Note that underneath the company name is the letter "I." Store this knowledge for later!

You can find holographic logos for seven companies in the server chambers: look in chambers 100, 103, 106, 108, 201, 204, and 209. Each corporate logo has a letter at the bottom. When these seven letters are combined, they form a password that you can use later.

Exit the room, open the in-game menu, and examine the Pocket Secretary in your Database menu. It contains an unsent email message from Simona Saridakis to her husband Niko. This is the third clue in your secondary quest to investigate Simona's death.



[UNSENT MESSAGE] No more secr…

Niko Saridakis

[UNSENT MESSAGE] No more secrets

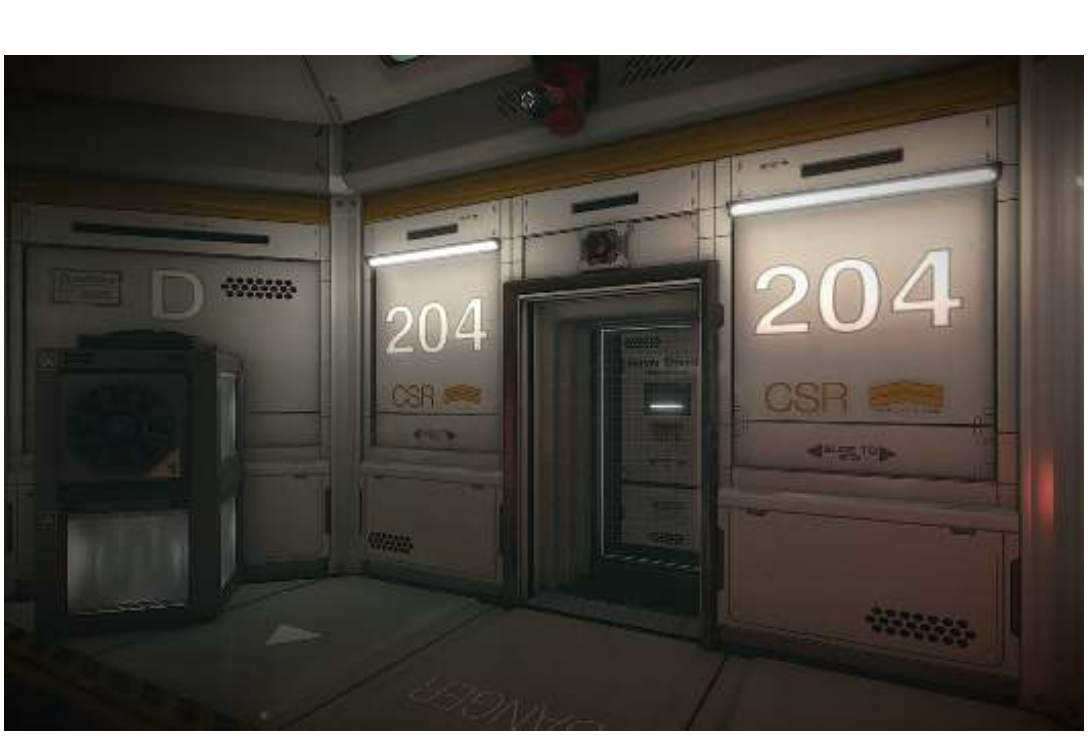
Niko,

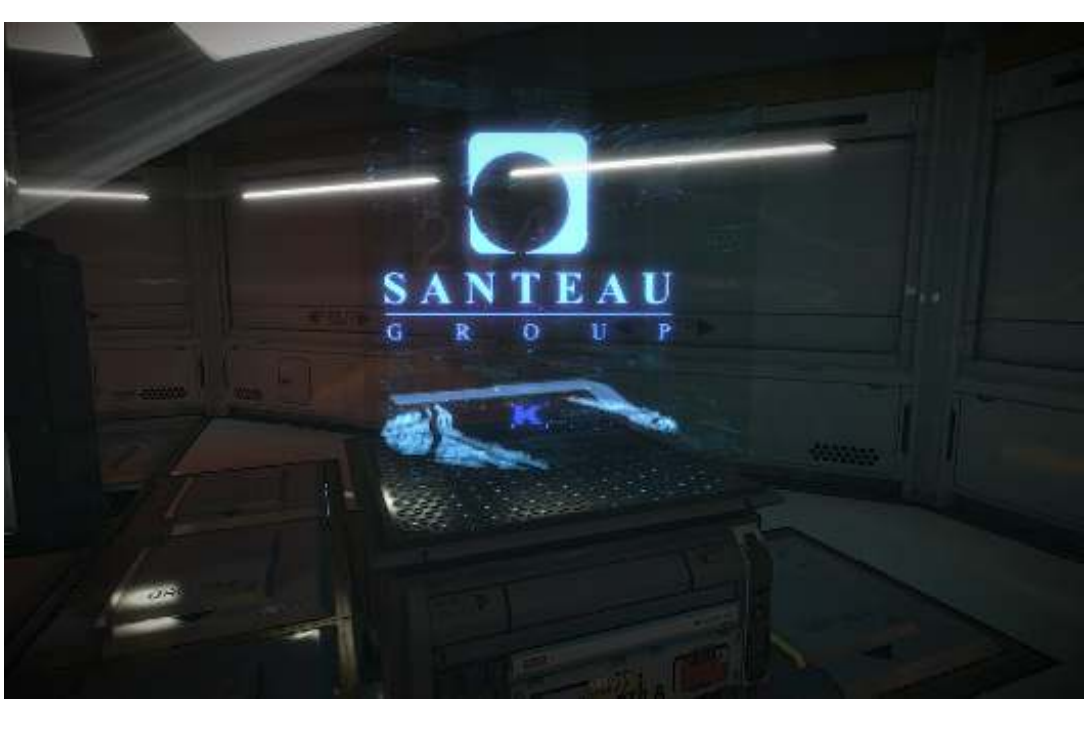
I am sorry about this morning. I found something at work that is really stressing me out and I took it out on you. I found a bug in the system we created that is temporarily moving all of our client's new data to "BLADE_MAIN_FRAME." I don't know what that is but Oshiro seems to have a lot on his mind since I reported it

CREDITS 0 PRAXIS 4 NEXT PRAXIS 40/5000 TOTAL XP 15040

INSERT THE PASS-PORT INTO SANTEAU'S SERVER TERMINAL

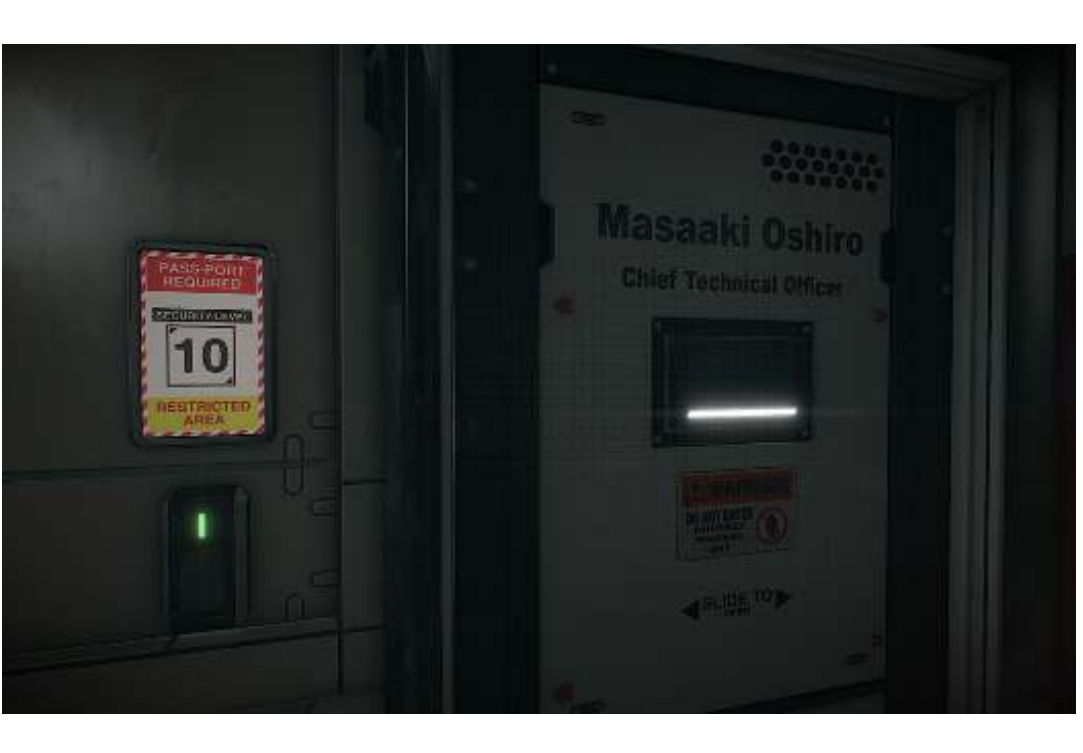
Now exit the "B" room and veer left across the walkway (don't go downstairs). Proceed to the right around the "D" chamber and enter it to see chamber 204 ahead. Open the door, head to the right around the laser grid, and turn on the Santeau Group holograph. (Note the letter "K" under the logo.) Go straight across the room to the Server Chamber Terminal and insert the Pass-Port. This triggers a cutscene: Pritchard learns that the Santeau Group data has been moved to Masaaki's personal mainframe computer.





ENTER THE CTO'S PRIVATE WORKSTATION

After the cinematic, turn around and grab the Level-10 clearance Pass-Port. Exit the chamber and head down the nearby stairs. Turn right and follow the Objective Locator to the door labeled "Masaaki Oshiro, Chief Technical Officer." Use your Level-10 Pass-Port on the Pass-Port Reader, open the door, and enter the workstation.

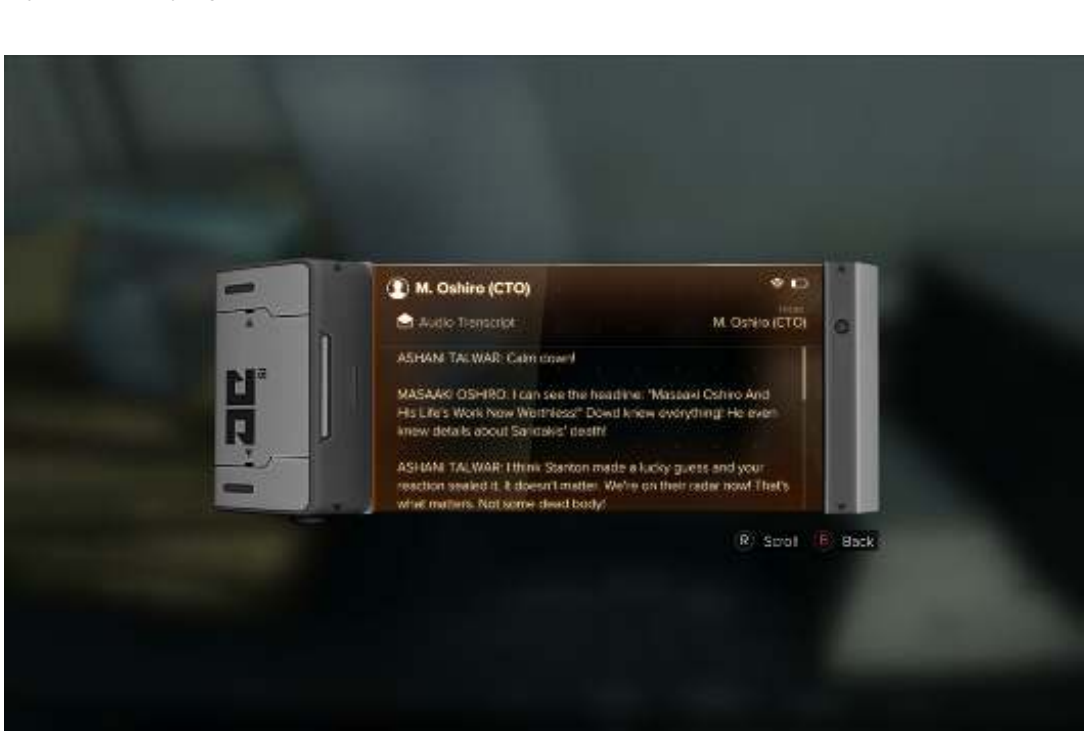


GAIN ACCESS TO THE MAINFRAME SERVER CHAMBER

SECONDARY: INVESTIGATE THE SARDAKIS DEATH (4/4)

Move the two stacked Archive Boxes on the cabinet to the right to find another Pocket Secretary. Grab it and listen to the short but incriminating recorded conversation between Masaaki Oshiro and his wife. This gives you two things:

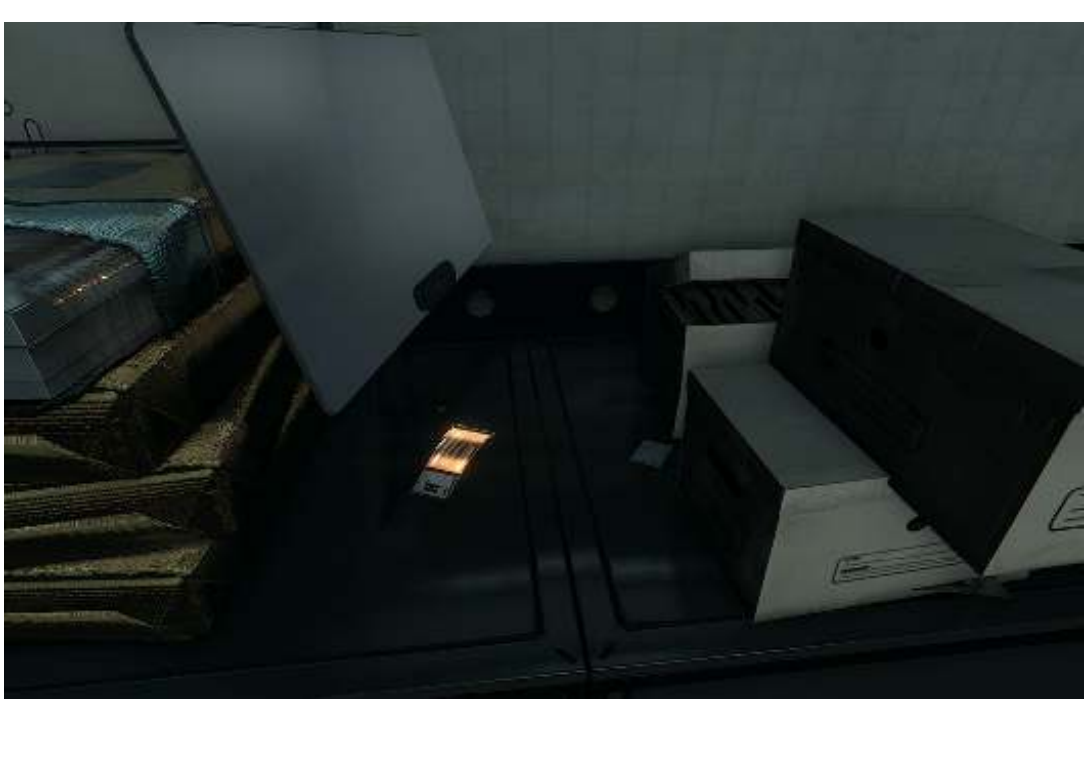
First, you get the fourth piece of evidence in your investigation of Simona Sardakis' death, completing that secondary objective. Second, you get a nice sample of Oshiro's voice.



ASHANI TALWAR: Calm down!

MASAAKI OSHIRO: I can see the headline: "Masaaki Oshiro And His Life's Work Now Worthless!" Dowd knew everything! He even knew details about Saridakis' death!

ASHANI TALWAR: I think Stanton made a lucky guess and your reaction sealed it. It doesn't matter. We're on their radar now! That's what matters. Not some dead body!

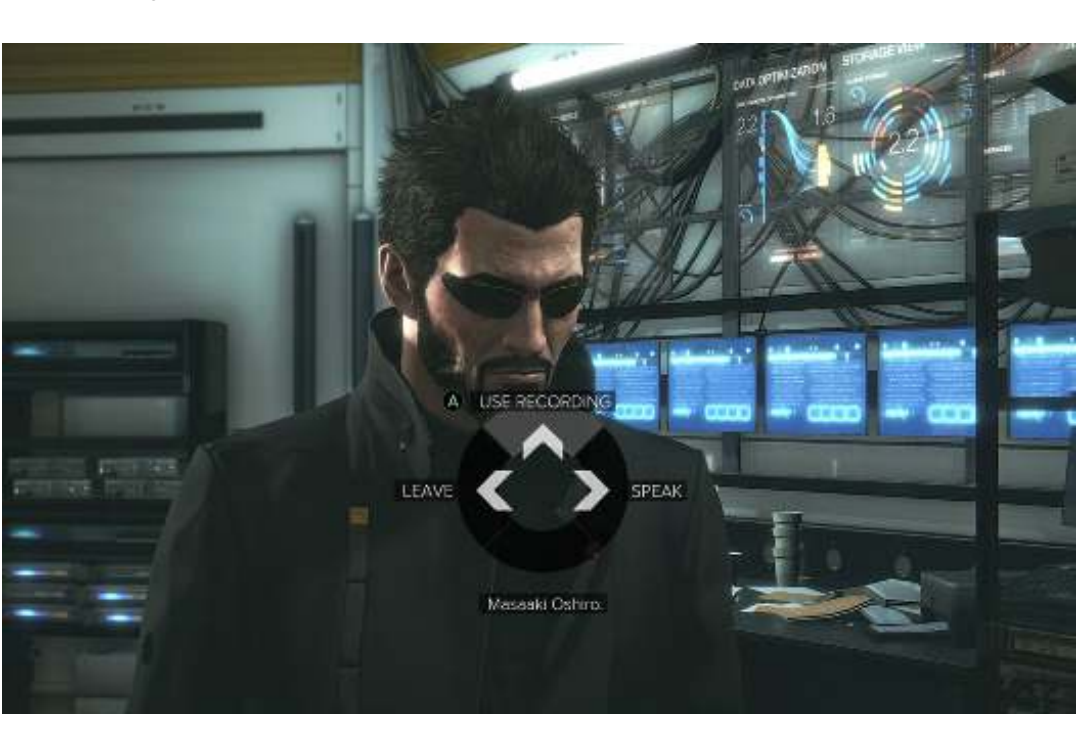


MURDER HE WROTE

Finding all four pieces of evidence in your secondary quest to investigate the death of Simona Sardakis earns you this Trophy/Achievement.

USE THE VOICE SAMPLE TO ENTER THE MAINFRAME

Now use the Voice Recognition Panel on the wall to trigger a quick scene. Select "Use Recording" from the onscreen choices to open the sliding door to the mainframe room.



INSERT THE PASS-PORT INTO THE MAINFRAME TERMINAL

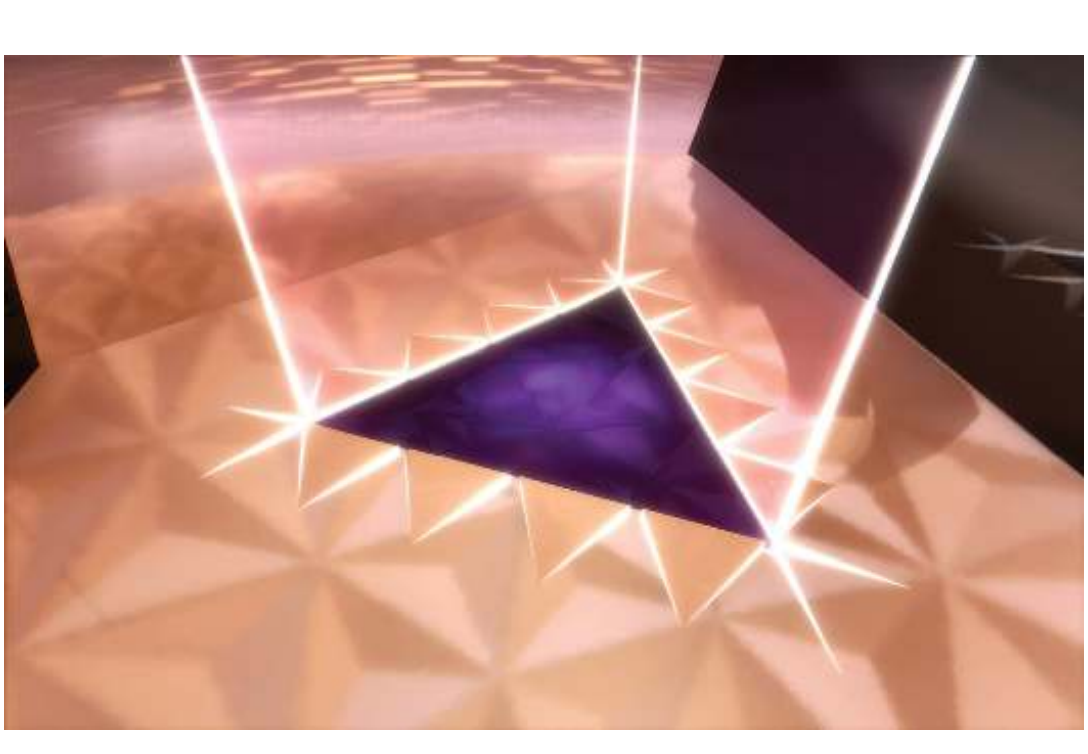
Enter the room and approach the Server Chamber Terminal. Insert the Pass-Port to trigger a cutscene: Pritchard starts downloading the Santeau Group files and gets detected. His avatar gets trapped in the Neural Sub-Net and the Blade security system fries Jensen's Pass-Port!

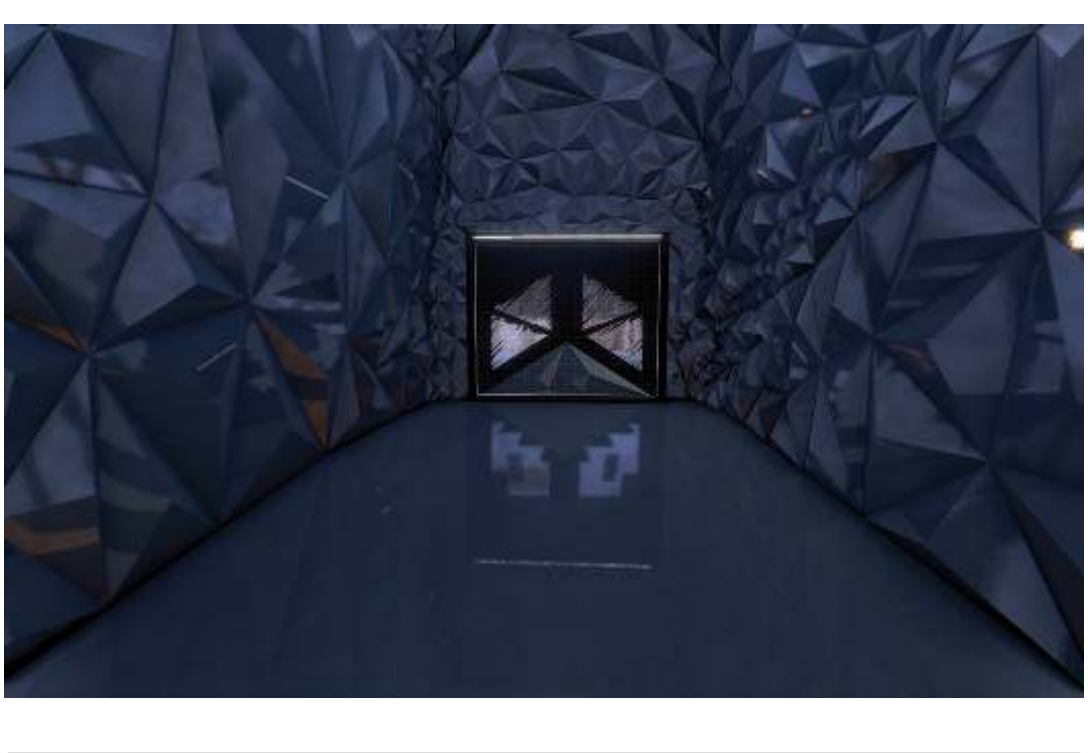
USE THE NSN CHAIR

After Jensen contacts ShadowChild, sit in the Neural SubNet chair. This triggers a stunning cinematic: Jensen's avatar appears in the NSN representation of one of the mainframe's partition. ShadowChild has detected another avatar in this partition, which must be Pritchard.

FIND PRITCHARD'S NSN AVATAR

Approach the structure and step onto the purple triangle that appears on its base. This transports you to a corridor; follow it to the door and open it.

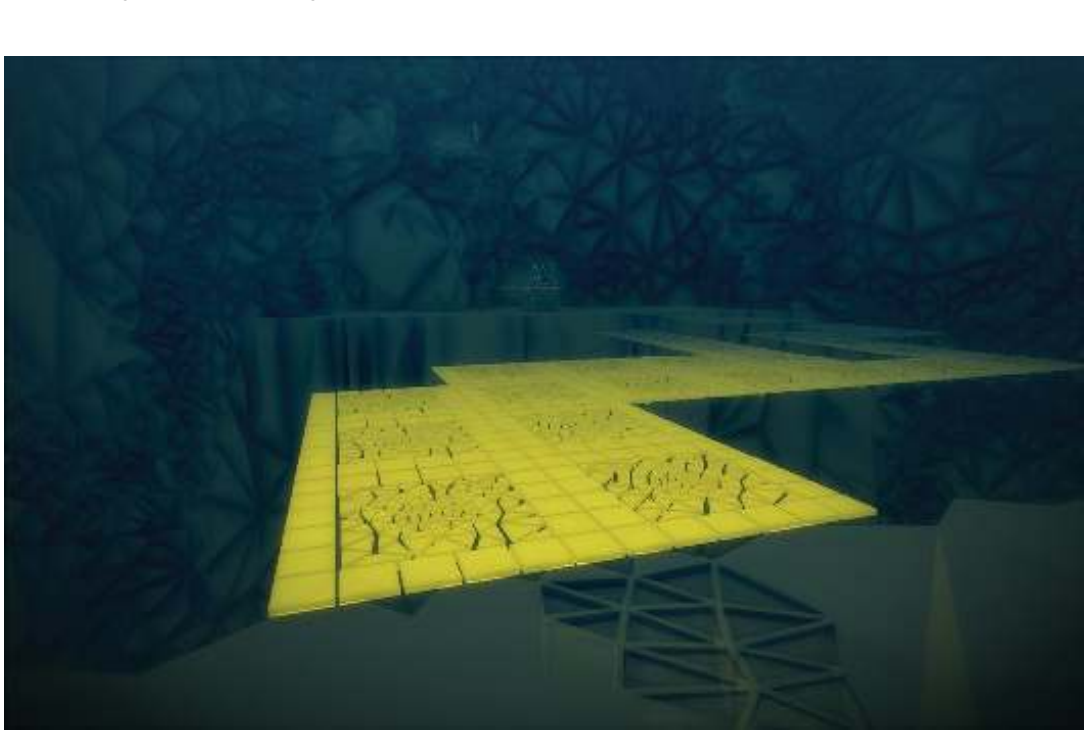


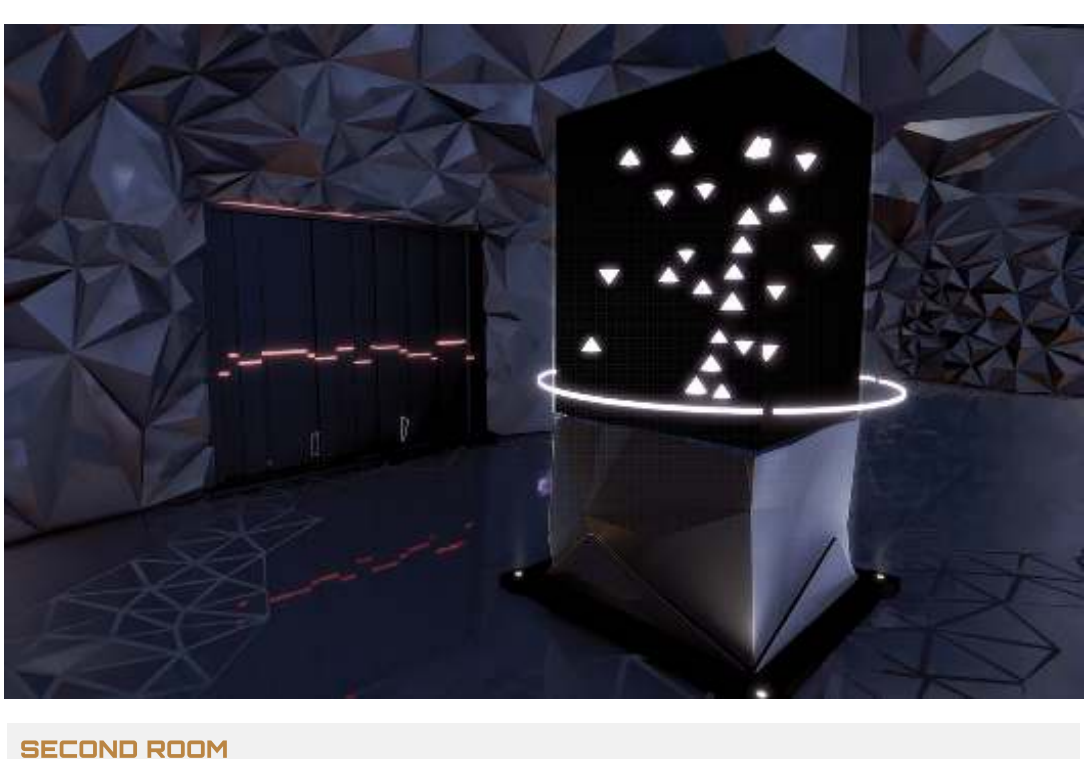


EXTRACT THE SECURITY PROGRAM FROM THE DATA TOWERS

FIRST ROOM

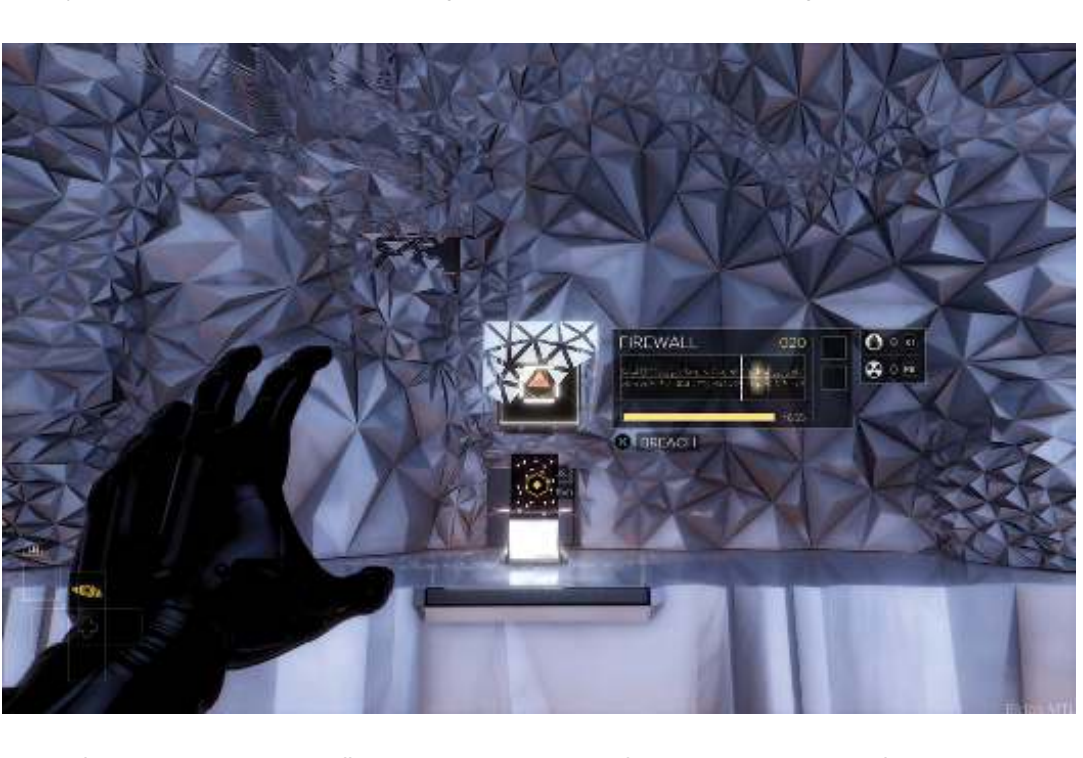
Activate your Smart Vision to reveal a yellow walkway across the chasm. Walk across it, jumping over the gaps to reach the far side. Deactivate Smart Vision and approach the Data Tower monolith, then download the data. Open the new door and follow the long, weird corridor through another door into the next room.





SECOND ROOM

Approach the podium and press the button. A ramp stretches across the abyss but doesn't extend far enough to let you jump to the other side. Go to the far edge and access the Wireless Control Box floating above the far podium. When the hacking sequence begins, time your button press to when the moving line passes through the static on the meter. When timed correctly, the Control Box activates and starts circling around the room: it carries a black Storage Cube inside it.

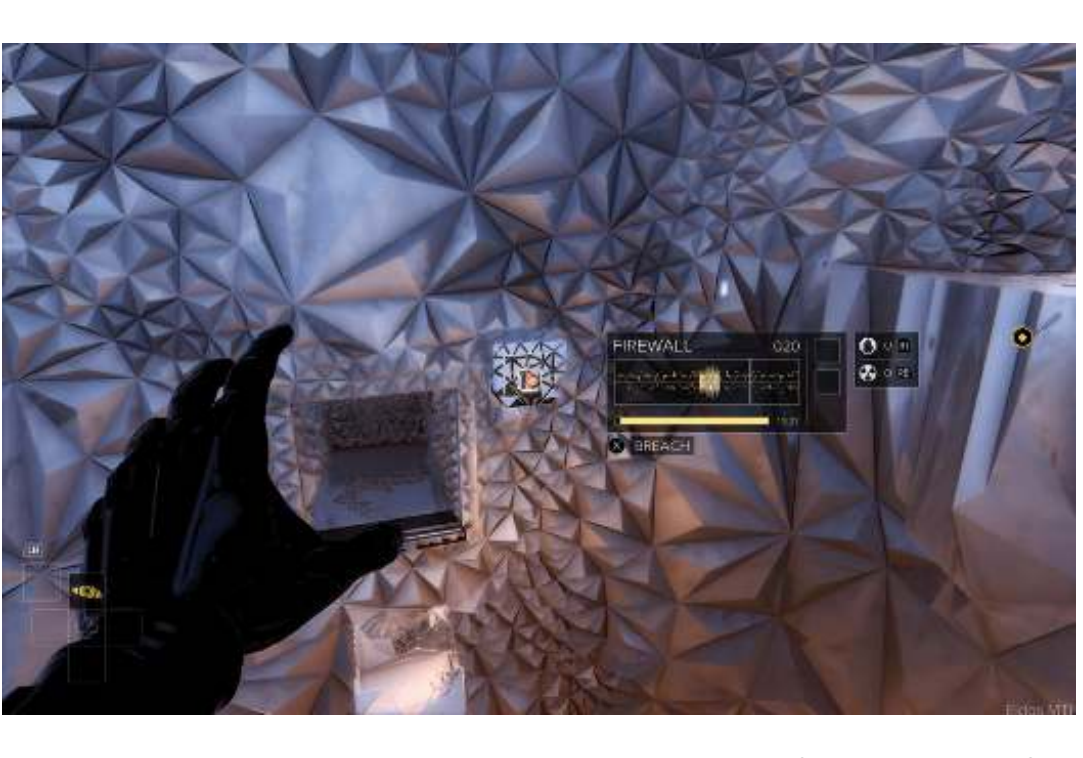


Note the floating, box-like receptacles off to the side. Just as the circling Control Box approaches one of them, center your view on the Control Box and press the prompted button to activate the hacking interface again.

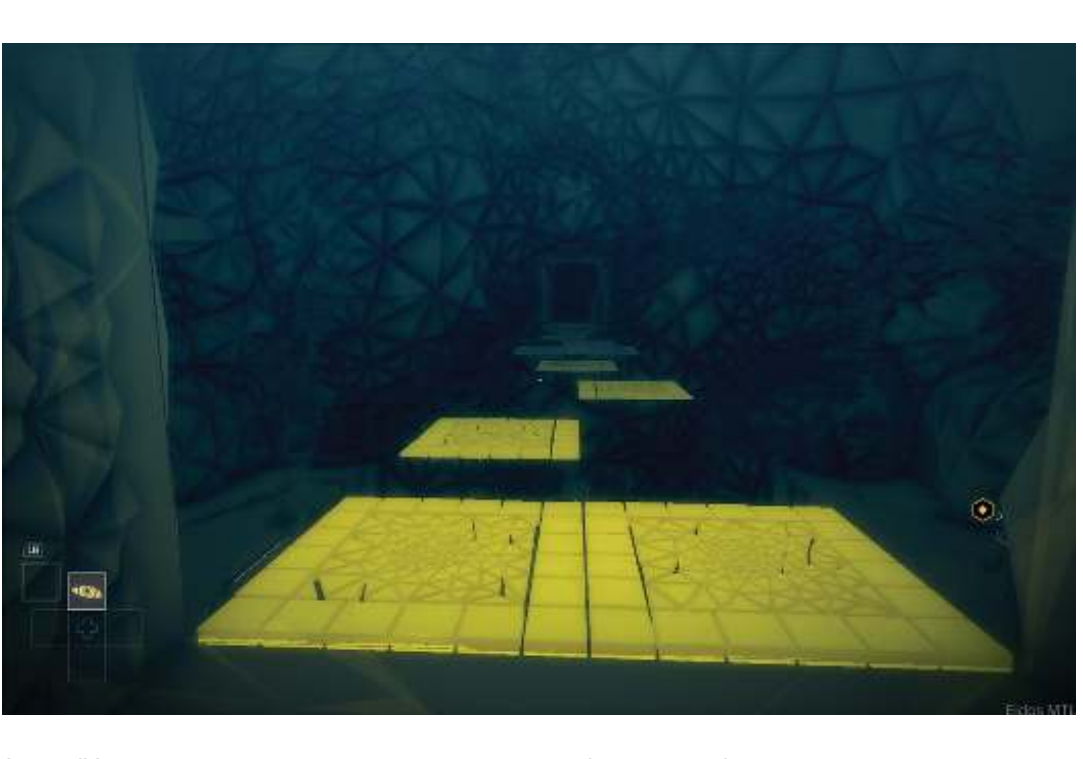
When properly timed, the Storage Cube drops. If you time the drop so the cube lands in one of the two box-like receptacles, the ramp extends fully to the far cliff. Cross it and use the next Data Tower to download more data. Open the next door that appears and follow another weird corridor to the next room.

THIRD ROOM

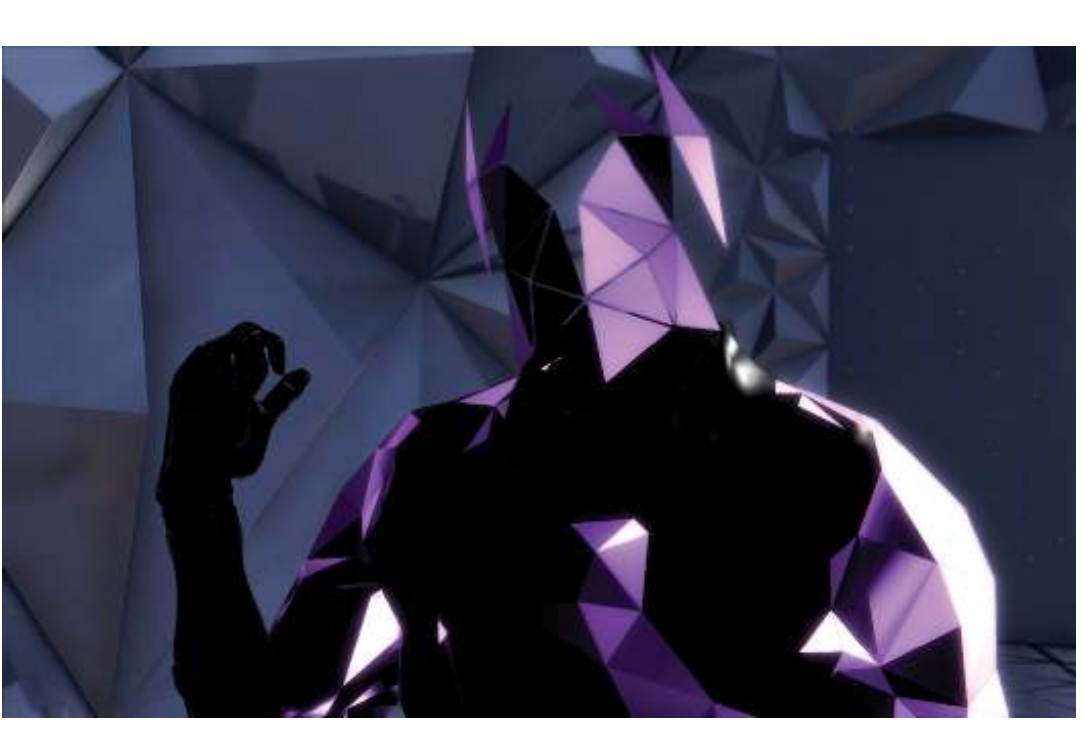
Approach the podium and activate your Smart Vision augmentation to reveal the hidden yellow button and then press it. A ramp stretches across the abyss but not far enough, again. Turn off Smart Vision, walk to the end of the ramp, and center your view on another Wireless Control Box. Access the box to make it move from side to side, then time another access to drop the cube into the box-like receptacle below. A ramp extends from the cave below.



Jump down onto that ramp, enter the cave, and open the vent cover. Hop to crawl inside and follow the duct to the end. Open the next vent cover and drop onto the platform. Switch on Smart Vision to see floating platforms in yellow; hop across them to the opposite side of the chasm.



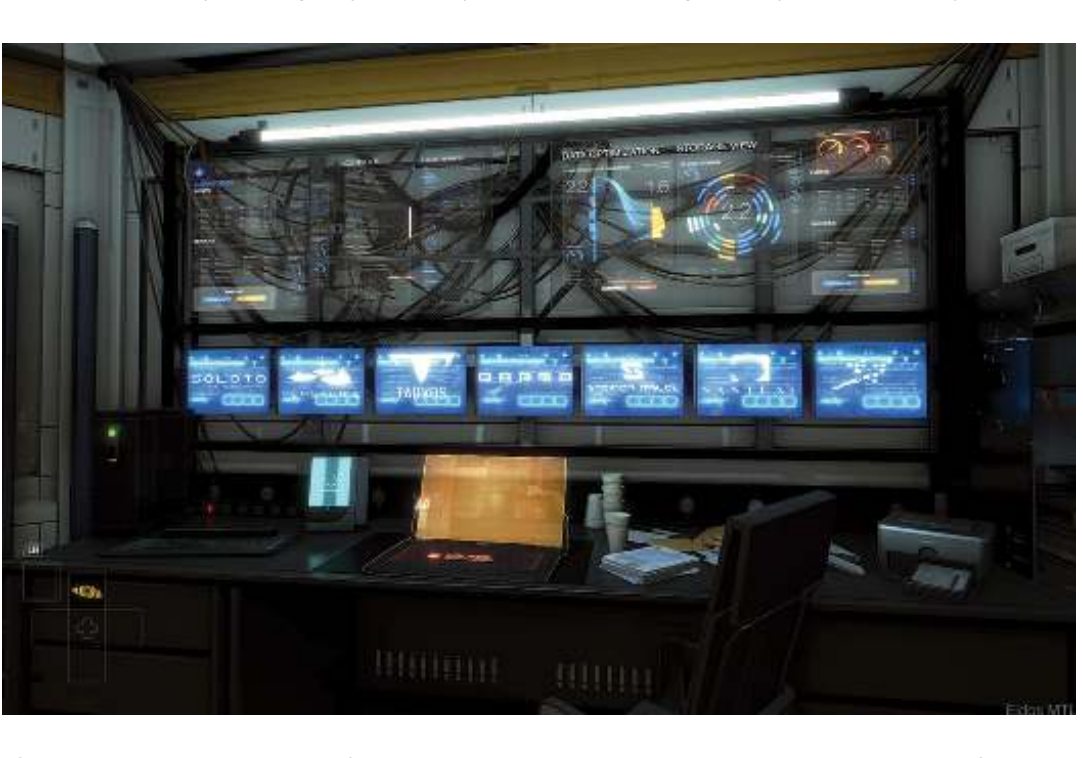
Switch off Smart Vision and press the button on the podium there to fully extend the first ramp all the way across the abyss. Now activate Smart Vision again to see the floating platforms and hop across them until you're directly over the newly extended ramp. Drop down onto it and proceed to the Data Tower to download the data. This triggers a quick cutscene: Jensen's avatar meets Pritchard's avatar at last.



EXIT THE NSN

Follow Pritchard's avatar through the door and step into the triangular purple rift. You end up in what appears to be the NSN Chair room; however, this is actually the NSN's representation of that room. You're still in the Neural SubNet! Note that you cannot access your augmentations other than the Smart Vision adaptation that ShadowChild created for your use in the NSN.

Exit the door into what is a real-looking representation of Oshiro's office. Here you can approach the workstation and enter a password to open a very interesting encrypted email. (See the sidebar explaining the "Encrypted Email Puzzle.")



After you solve the email puzzle, turn to face the opposite wall where you see the drawer cabinet and whiteboard. Switch on Smart Vision to see the yellow outline of a door and, while still in Smart Vision, go open it. Walk down the long ramp and use another representation of the NSN chair to finally escape the Neural SubNet.

SKIP IF YOU WANT…

You don't have to solve the encrypted email puzzle to complete the game. But note that once you pass through the Smart Vision activated door from Oshiro's virtual office back into the real world, you can't return to the NSN to solve the puzzle.

OSHIRO'S ENCRYPTED EMAIL PUZZLE

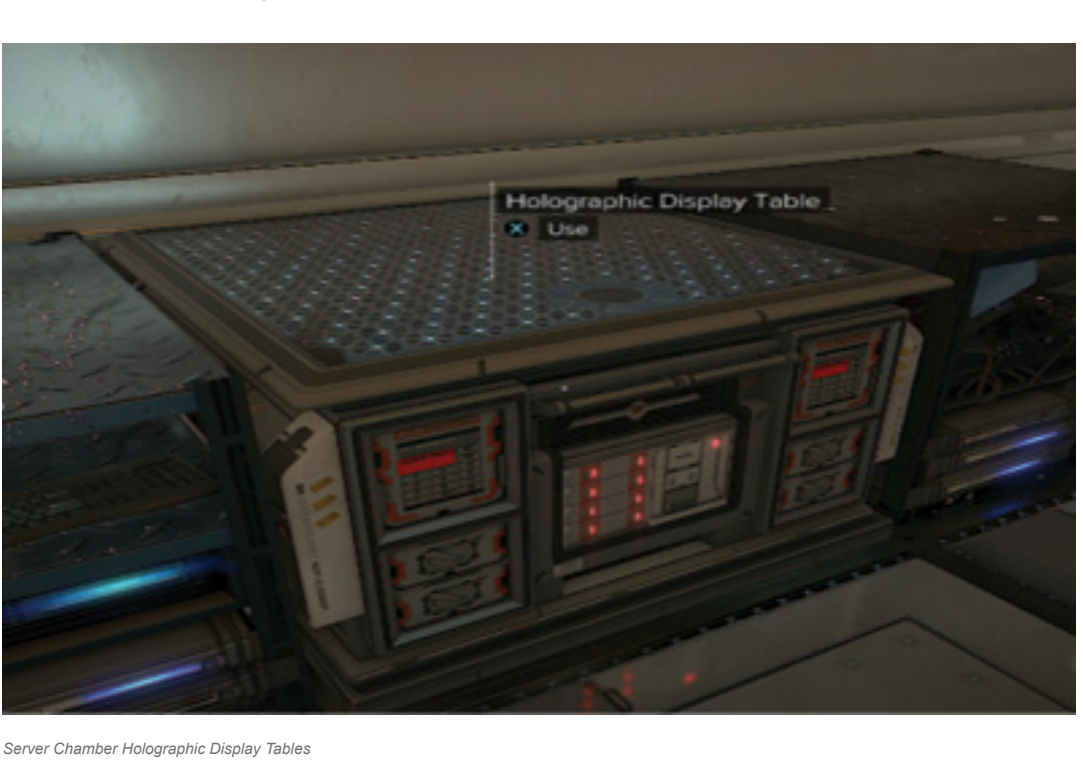
When you follow Pritchard's avatar into the purple rift, you seem to emerge from the Neural SubNet into the NSN Chair room. But, in fact, you've actually entered an NSN representation of that room--it's virtual, not real. When you go through the next door into Oshiro's mainframe workstation room, that one is virtual as well.

A very incriminating encrypted email is logged in the virtual workstation's computer, one that reveals an unexpected detail about Oshiro, who is the Palisade Bank Corporation's Chief Technical Officer (CTO). Important: this email exists only in the NSN representation of the computer, not in the actual computer that you'll see shortly.

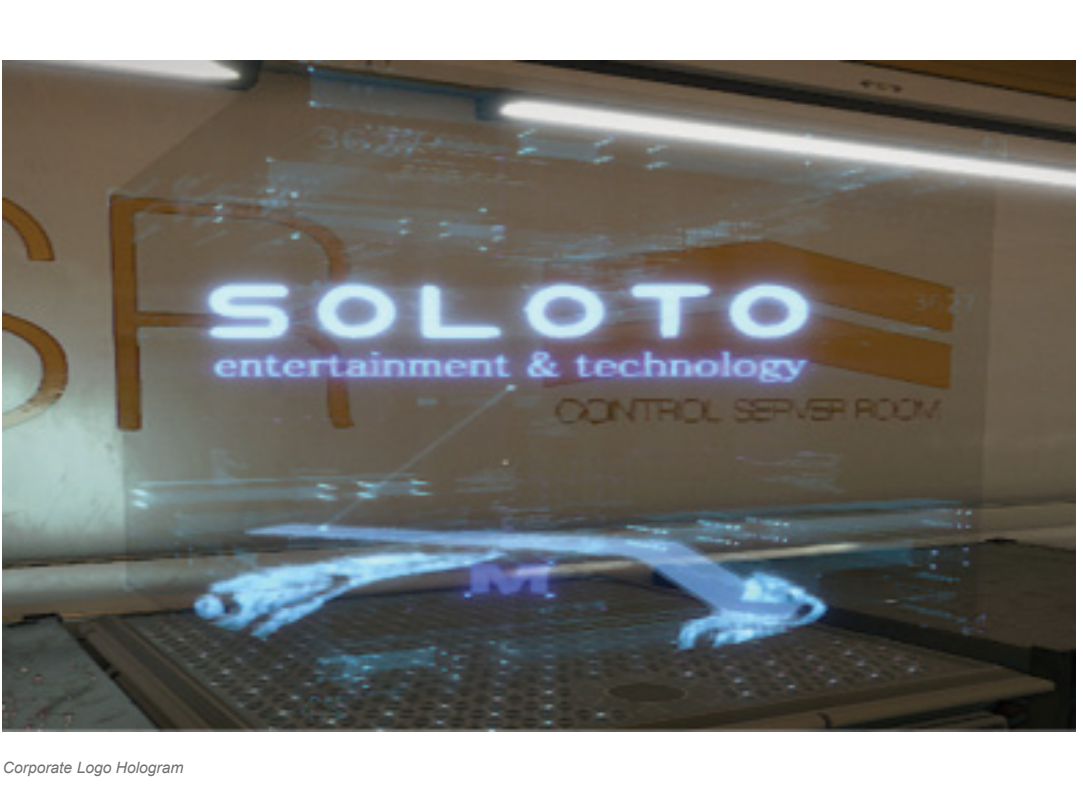
Access to the virtual computer is protected by a seven-letter password. The puzzle is to figure out that password based on information you uncovered during your earlier exploration of the server chamber rooms with corporate holographs. We'll give you this password eventually, but first we'll show you how to find it yourself.

THE PUZZLE

Each of the Palisade Blade's seven active server chambers has a Holographic Display Table that you must turn on. Each hologram displayed is the logo for the corporation whose data is stored in that chamber. In addition, each logo features a letter at the bottom of the hologram.



Server Chamber Holographic Display Tables



Corporate Logo Hologram

In the NSN representation of Oshiro's private workstation, you see a series of seven monitors over the console. Each screen has one of the corporate logos on it. The logos appear left to right according to the numerical order of their chamber numbers. This also indicates the order in which the corresponding letters fall in the password.

WARNING! Don't read any further if you want to figure it out yourself.

Chamber 100 has the Soloto logo with the letter M.

Chamber 103 has the Picus Group logo with the letter A.

Chamber 106 has the Tarvos Security logo with the letter S.

Chamber 108 has the Steiner Bisley logo with the letter A.

Chamber 201 has the VersaLife logo with the letter A.

A Criminal Past DLC

Introduction

Location: “The Pent House”, Penley T. Housefather Correctional Facility, Arizona

This second Deus Ex: Mankind Divided add-on mission takes place prior to the events of Mankind Divided. It covers augmented field agent Adam Jensen’s first undercover assignment for Interpol’s elite counterterrorism group, Task Force 29. Debriefed in Prague by an agency psychologist, Dr. Delara Auzenne, Jensen recounts his inaugural mission.

Deployed as a prisoner to an infamous aug detention facility in the Arizona desert known as The Pent House, Jensen seeks information about rumored terror attacks planned against pro-Aug groups in the United States. His contact in the super-max prison is Hector Guerrero, another TF-29 agent whose status is “Dark Opal”–i.e., undercover and out of contact.

PRIMA GAMES

DEUS EX MANKIND DIVIDED™

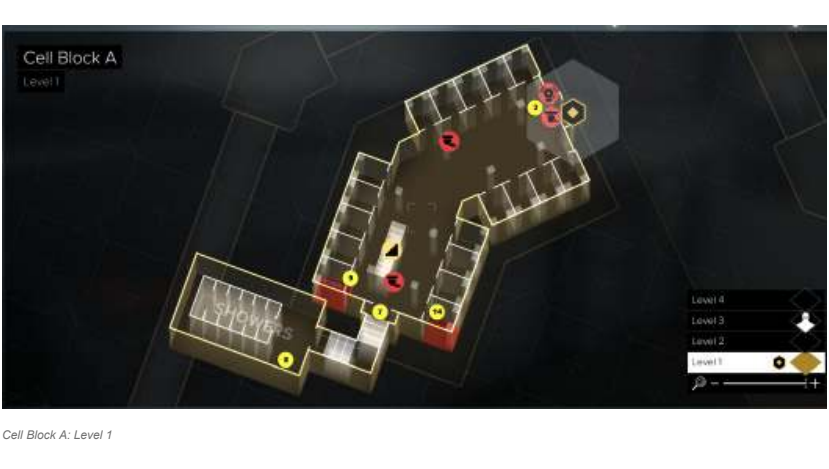
A Criminal Past DLC

Get to Cellblock B

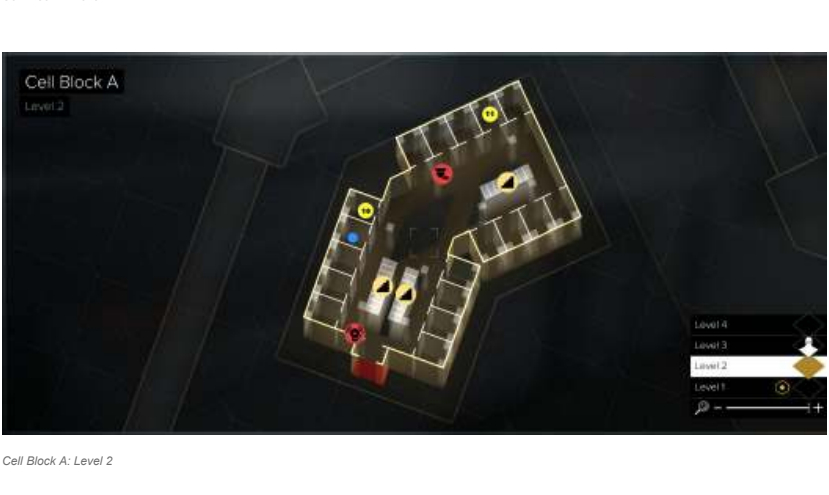
OBJECTIVES

Go out to the yard
Secondary: Speak to The Fixer in the yard
Optional: Search The Fixer's cell
Optional: Retrieve the package
Optional: Bring the Altered Biocell to Flossy OR Consume the Altered Biocell
Optional: Give the Altered Biocell to Red Shoes
Get to Cellblock B

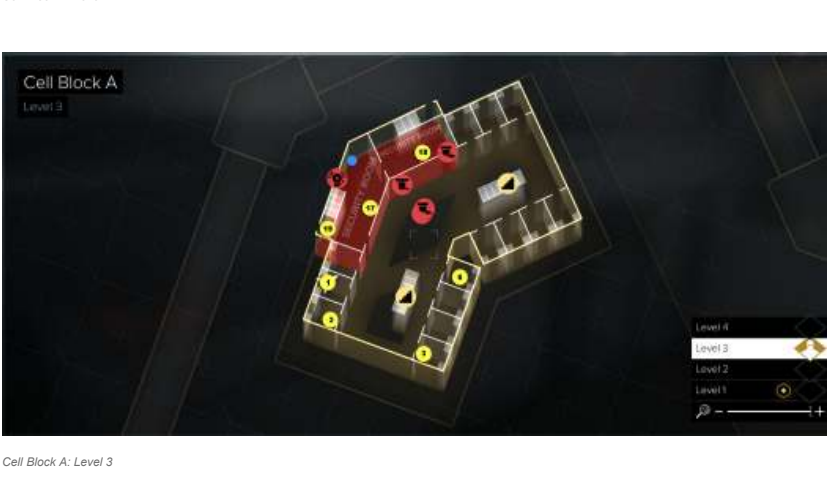
OVERVIEW



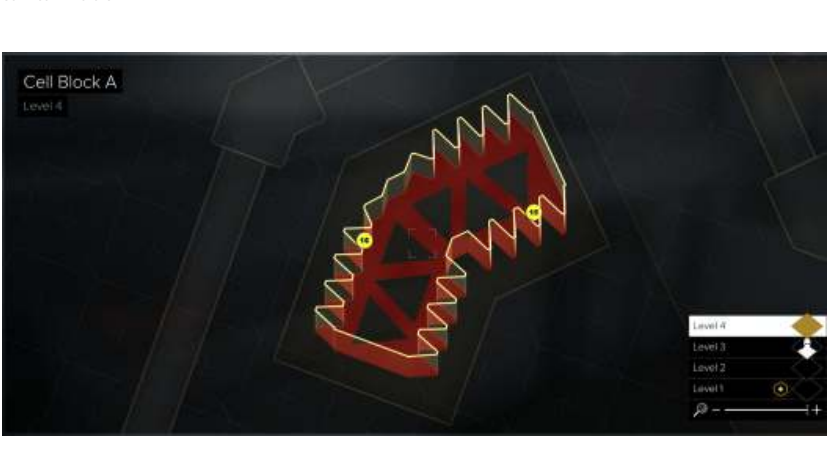
Cell Block A: Level 1

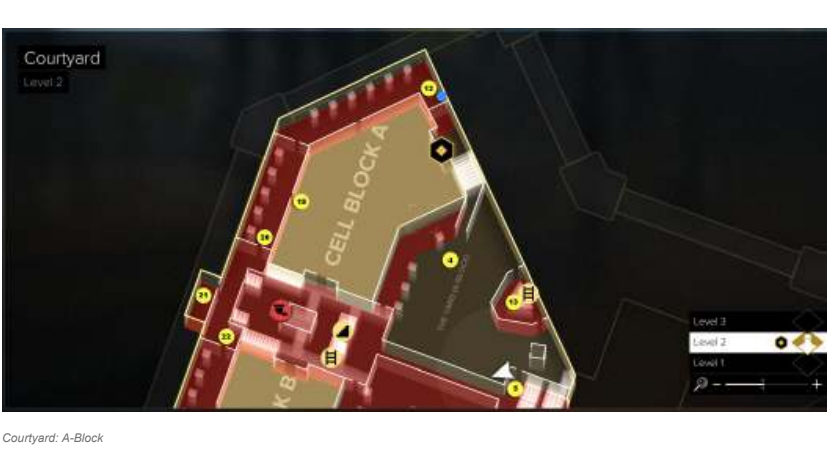


Cell Block A: Level 2



Cell Block A: Level 3





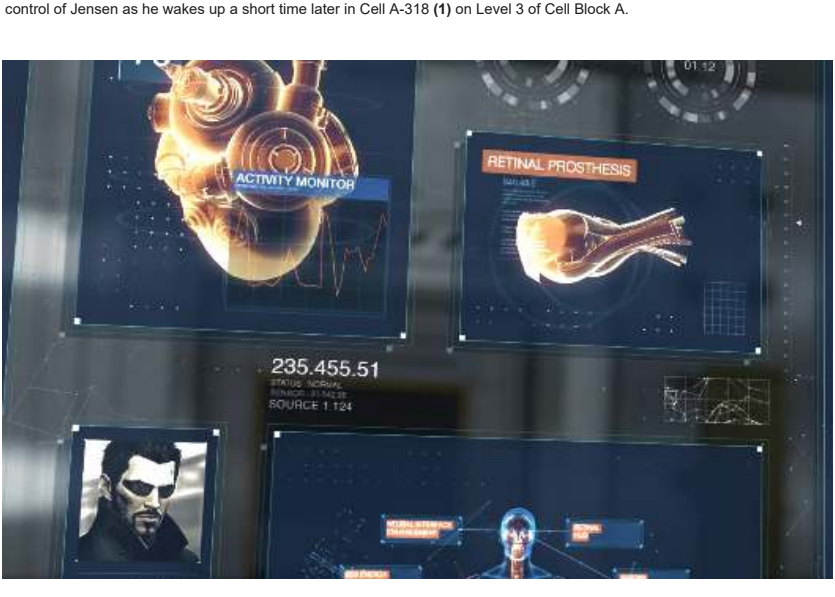
Courtyard: A-Block

MAP LEGEND

1: Start
2: Cell A-315 (find whiskey)
3: Inmate (trade for Multi-Tool)
4: Yard meeting
5: The Fixer
6: A-309 (The Fixer's cell)
7: Shower Room entry
8: Teddy in hamper
9: Laundry Room
10: A-212 (Flossy's cell)
11: A-204 (vent passage)
12: Guard Station
13: Guard Tower 01
14: Supply Room (vent passage)
15-16: Cable duct doors
17: A-Block Security Terminal
18: Guard at computer
19: Back-access to maintenance alley
20: Security Gate (card access)
21. Maintenance Room
22. Security Gate (card access)
[BLUE CIRCLE] = EBook
[GREEN CIRCLE] = Praxis Kit

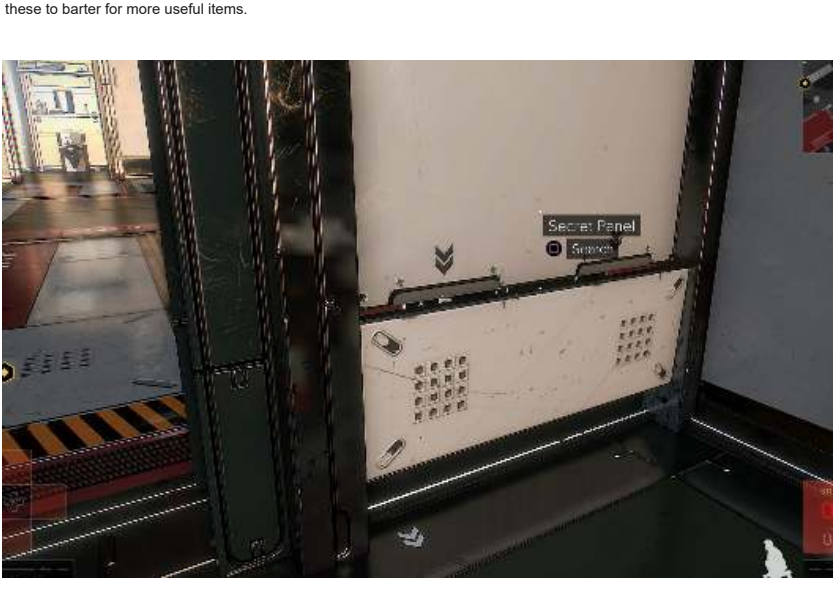
GO OUT TO THE YARD

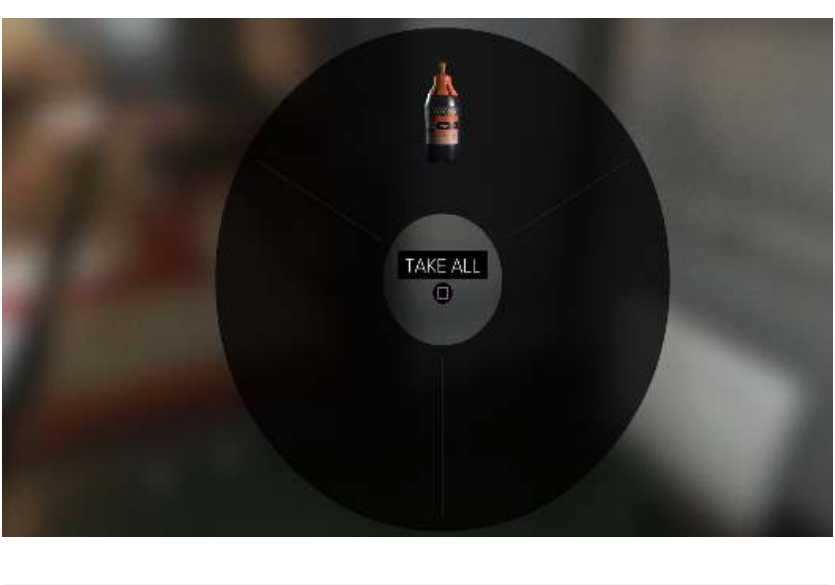
Jensen's report begins in the prison's processing area, where a scan reveals his extensive "hot rod" augmentations. (Jensen's undercover name is Derrick Walthers.) Guard Captain Thomas P. Stenger's processing team implants a T.Y.M. Suppression biochip that strips away all of Jensen's augmented abilities. (Prison inmates refer to it as "the Choke.") You gain control of Jensen as he wakes up a short time later in Cell A-318 **(1)** on Level 3 of Cell Block A.



FIND USEFUL TRADE ITEMS

Your overall objective is to find Agent Hector Guerrero, who is using the name "Oscar Mejia" and is located somewhere in the prison's B-Block. In your cell, you can open a secret panel near the floor just to the right of the door, but it's empty. Exit the cell into the corridor and enter the next-door cell, A-320. Open its secret panel **(2)** to find a bottle of Neuropozyne. Next, go to cell A-315 **(3)** on the opposite wall and grab the bottle of Kylmyster Canadian Whiskey in its secret panel. Later, you can use these to barter for more useful items.





THE REWARDS OF EXPLORATION

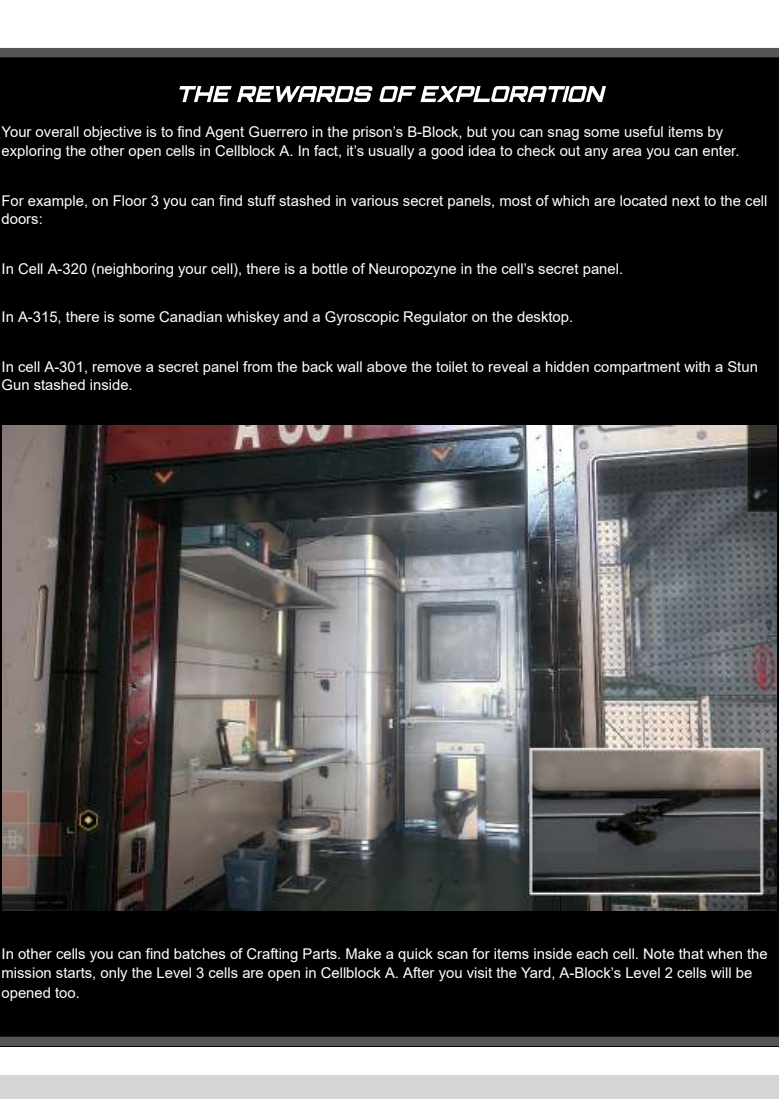
Your overall objective is to find Agent Guerrero in the prison's B-Block, but you can snag some useful items by exploring the other open cells in Cellblock A. In fact, it's usually a good idea to check out any area you can enter.

For example, on Floor 3 you can find stuff stashed in various secret panels, most of which are located next to the cell doors:

In Cell A-320 (neighboring your cell), there is a bottle of Neuropozyne in the cell's secret panel.

In A-315, there is some Canadian whiskey and a Gyroscopic Regulator on the desktop.

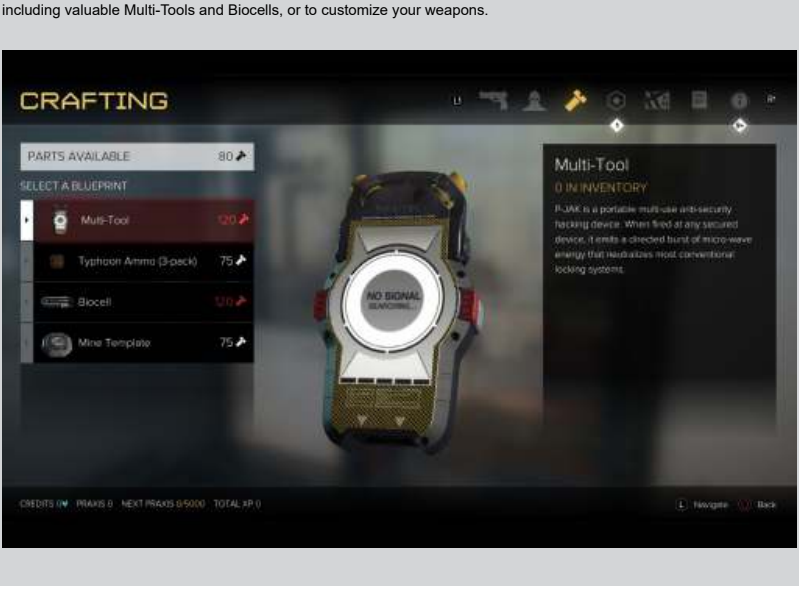
In cell A-301, remove a secret panel from the back wall above the toilet to reveal a hidden compartment with a Stun Gun stashed inside.



In other cells you can find batches of Crafting Parts. Make a quick scan for items inside each cell. Note that when the mission starts, only the Level 3 cells are open in Cellblock A. After you visit the Yard, A-Block's Level 2 cells will be opened too.

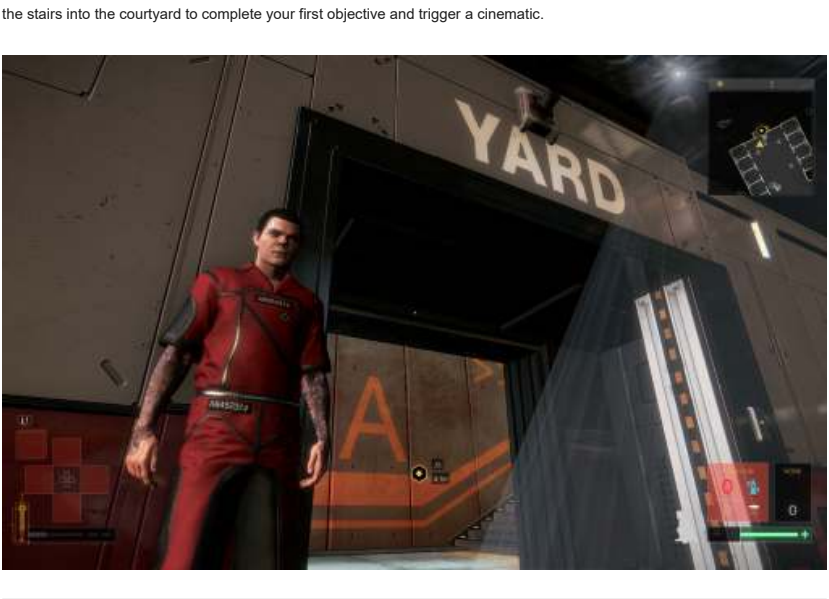
STOCKPILE THOSE CRAFTING PARTS!

Be sure to scour every new area you enter for Crafting Parts. You can use them via the Crafting menu to fashion tools, including valuable Multi-Tools and Biocells, or to customize your weapons.



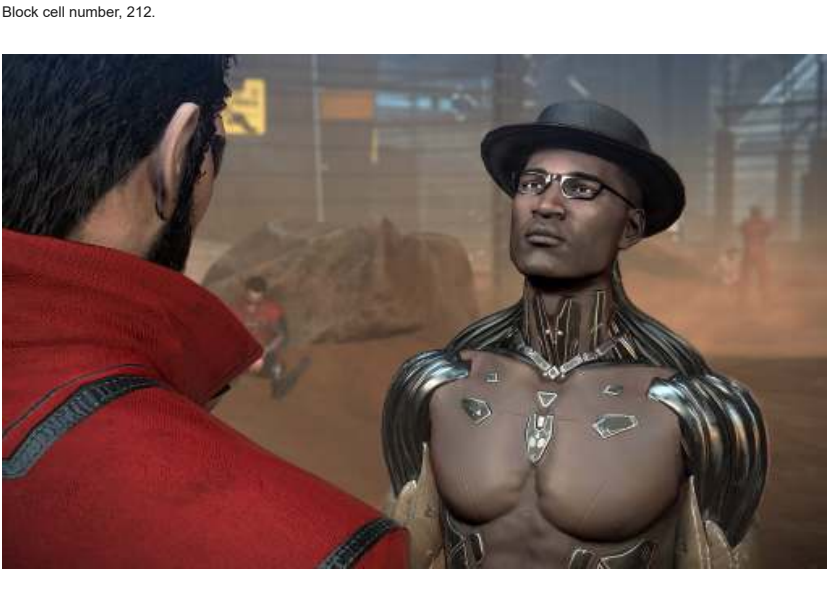
TRADE WHISKEY FOR A MULTI-TOOL

After you finish exploring the Level 3 cells, head down two sets of stairs to Level 1. Talk to the inmate standing by the Yard doorway **(3)** and trade him the Canadian whiskey (found in A-315) for a Multi-Tool. Then go through the doorway and climb the stairs into the courtyard to complete your first objective and trigger a cinematic.



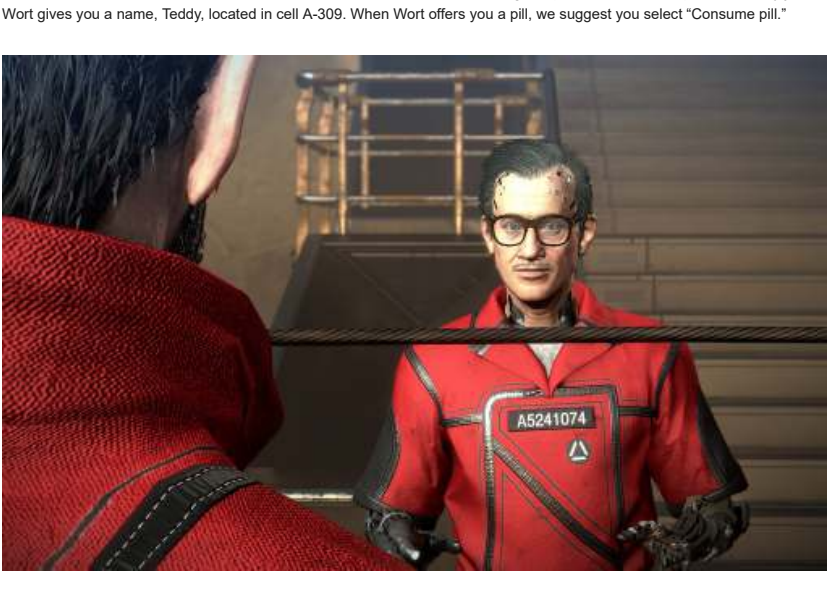
TALKING TO FLOSSY (COURTYARD)

In the yard, Jensen engages in a conversation with Theodore Zenga **(4)**, a massive prisoner nicknamed "D-Town" who Jensen once arrested in Detroit. This leads to intervention by another inmate named Flossy. During the first dialogue branch, select "Ask about Guerrero." After Flossy fills you in on Oscar Mejia, he mentions a fellow inmate called The Fixer, a former physician. Flossy advises Jensen to see the Fixer to help with the pain of the choke. Flossy also gives Jensen his own A-Block cell number, 212.



OPTIONAL: SPEAK TO THE FIXER IN THE YARD

Cross the yard and talk to The Fixer **(5)**, the man wearing glasses behind the fence. The Fixer says his name is actually Wort, short for Peter Wörthmüller. When the discussion takes an odd turn, select "Dig Deeper" and then "Accept" the delivery job. Wort gives you a name, Teddy, located in cell A-309. When Wort offers you a pill, we suggest you select "Consume pill."



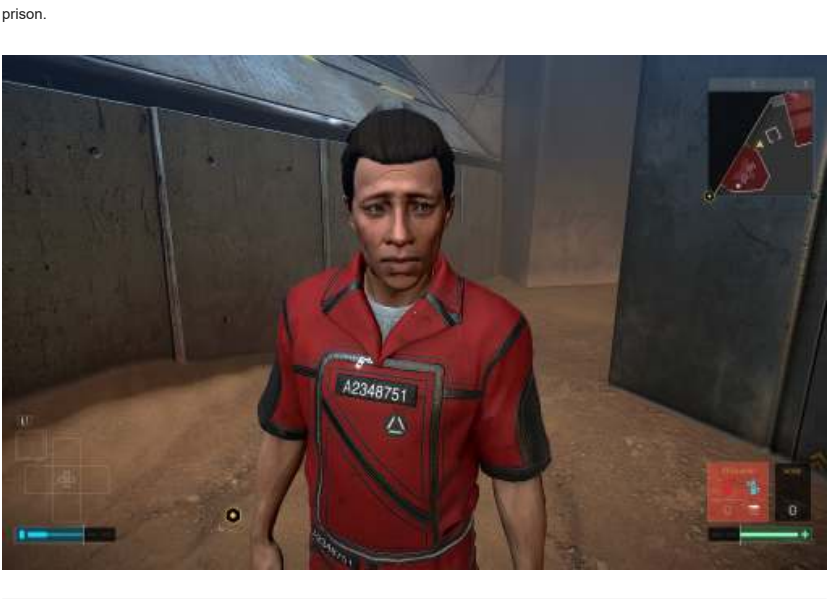
CHOOSE TRADITIONAL OR EXPERIMENTAL ABILITIES

The Fixer's pill is an inmate-brewed drug that counteracts both "The Choke" and the Signal Scrambler effects of the T.Y.M. Suppression Chip. This gives you access to Jensen's Augmentation Tree without suffering pain. However, note that using an aug power can still trigger a temporary bout of blurred vision.

Taking the pill gives you another choice to make. Since the events of "A Criminal Past" actually take place before those of Deus Ex: Mankind Divided, Jensen wouldn't have access to any of the experimental new abilities that become available during the main game. So if you want to respect story continuity (as is done in this walkthrough), choose Traditional. You gain access to a number of the low-level, passive augmentations; however, you'll need Praxis Kits to activate higher-level abilities.

TALK TO THE DISTRESSED INMATE

Talk to the distressed inmate near the yard's cool-off isolation cage. Ask about Wilburg to add another Point of Interest, "The Death of Wilburg," under your Objectives. It appears that Wilburg's murder may be pivotal to understanding the tension in the prison.

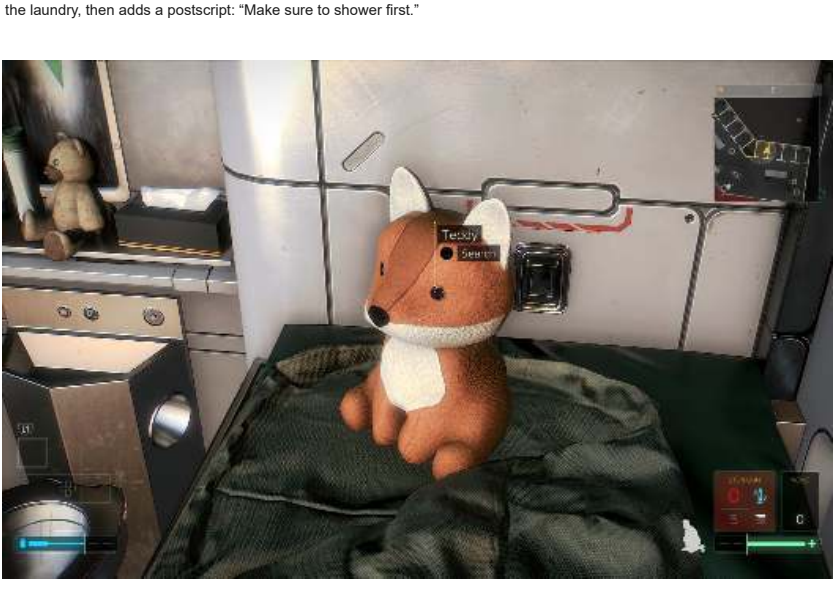


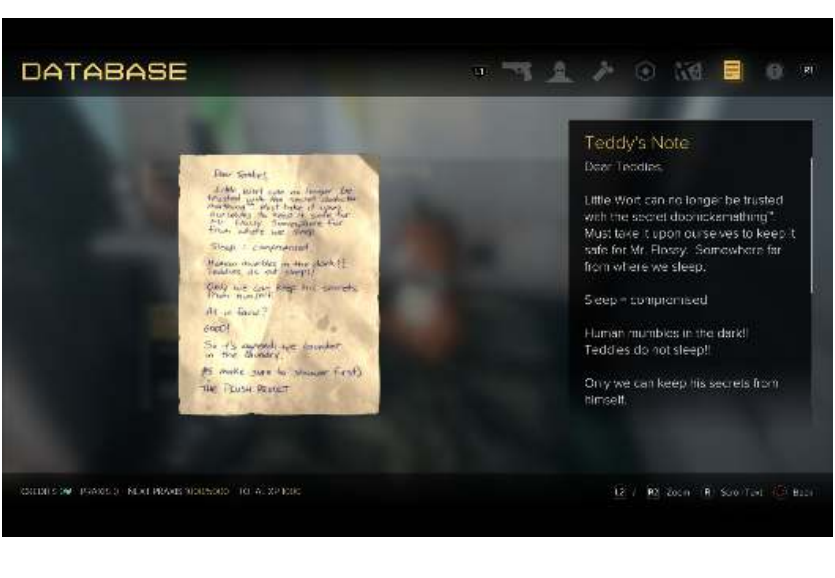
POINT OF INTEREST: THE DEATH OF WILBURG

Asking Flossy or the distressed inmate about Wilburg adds a new entry to your Points of Interest list under Objectives.

OPTIONAL: SEARCH THE FIXER'S CELL

Return to Cell Block A, go upstairs to Level 2, and talk to Flossy in cell A-212 **(10)**. Tell him you took The Fixer's medication, then ask him all questions to learn more about Wilburg and other topics. Next, head upstairs to Level 3 and enter cell A-309 **(6)**. Search the fox plush toy named Teddy (located on the upper bunk) to find Teddy's Note. The note is cryptic but refers to the laundry, then adds a postscript: "Make sure to shower first."





DATABASE

Teddy's Note

Dear Teddies,

Little Wort can no longer be trusted with the secret doohickeything*. Must take it upon ourselves to keep it safe for Mr. Flossy. Somewhere far from where we sleep.

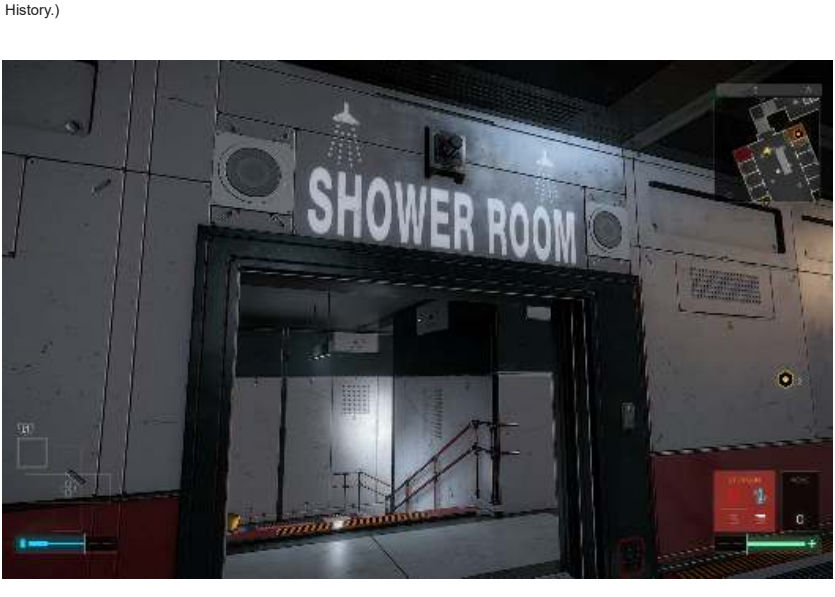
Sleep = compromised

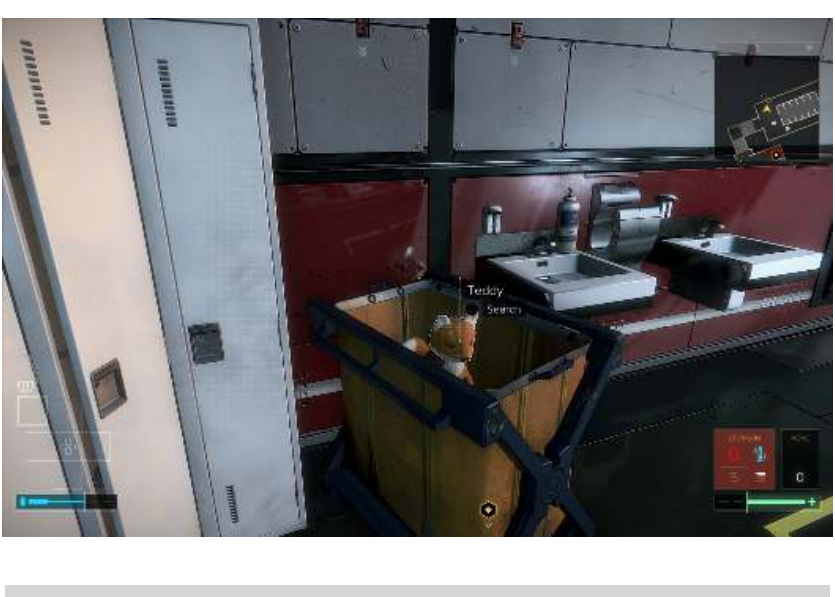
Human mumbles in the dark!! Teddies do not sleep!

Only we can keep his secrets from himself.

OPTIONAL: RETRIEVE THE PACKAGE

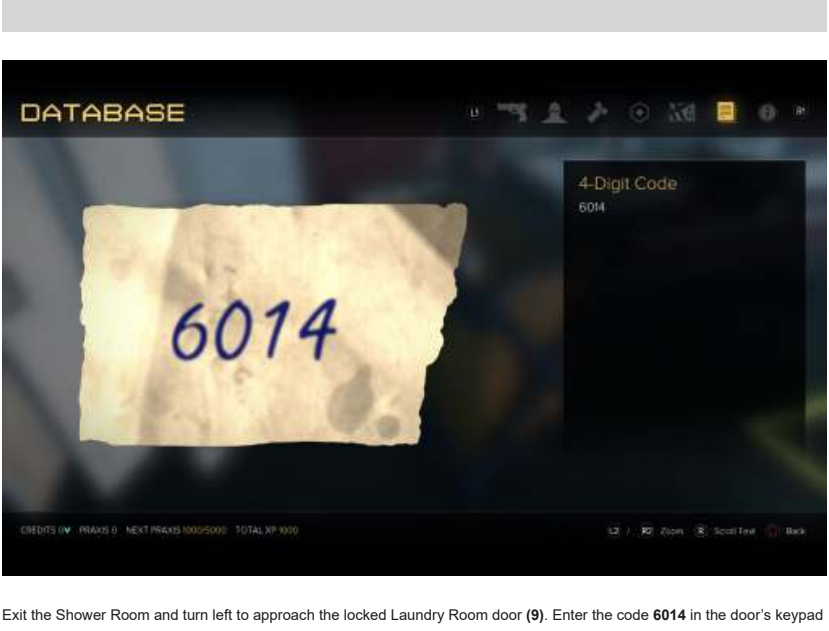
Return to Level 1 and enter the now-open Shower Room via the doorway **(7)**. Inside, the inmate who thinks Jensen is a Detroit cop, D-Town, is there but ignore him and find another fox plush toy in the towel hamper **(8)** to the left. Search it and take a slip of paper with the number "**6014**" written on it. (This four-digit code is a Story Item and gets added to your Database History.)





DON'T USE MULTI-TOOLS WHEN PASSCODES ARE AVAILABLE

You can use a Multi-Tool to easily hack into the Laundry Room. Don't waste a valuable Multi-Tool when a simple access passcode does the trick!

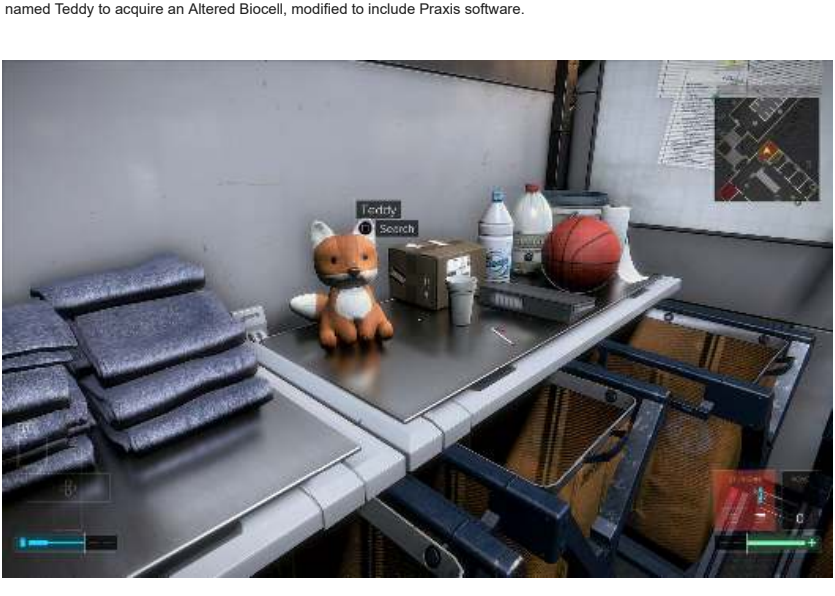


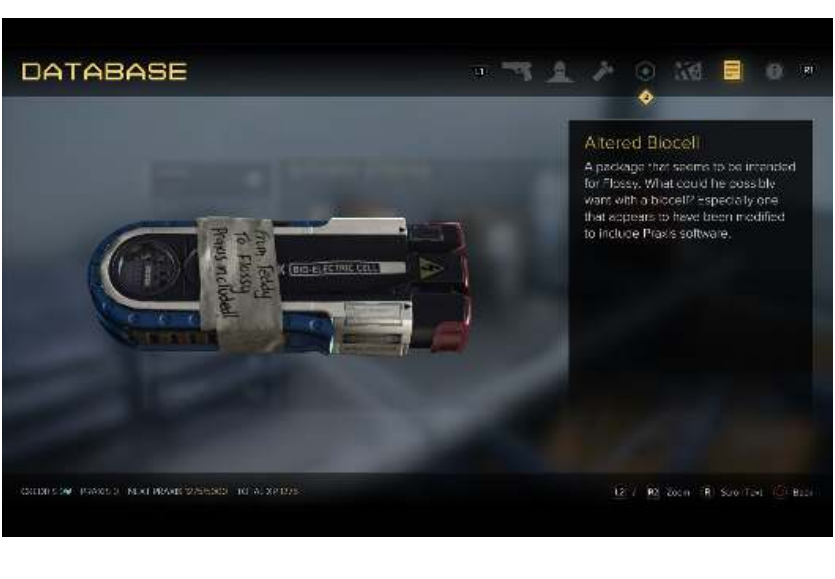
DATABASE

4-Digit Code

6014

Exit the Shower Room and turn left to approach the locked Laundry Room door **(9)**. Enter the code **6014** in the door's keypad to unlock the door. The laundry is a restricted area, so wait until the guards aren't looking and the security camera is turned away before you open the door and enter; close the door behind you for privacy. Find and search yet another plush fox named Teddy to acquire an Altered Biocell, modified to include Praxis software.





DATABASE

Altered Biocell

A package that seems to be intended for Flossy. What could he possibly want with a biocell? Especially one that appears to have been modified to include Praxis software.

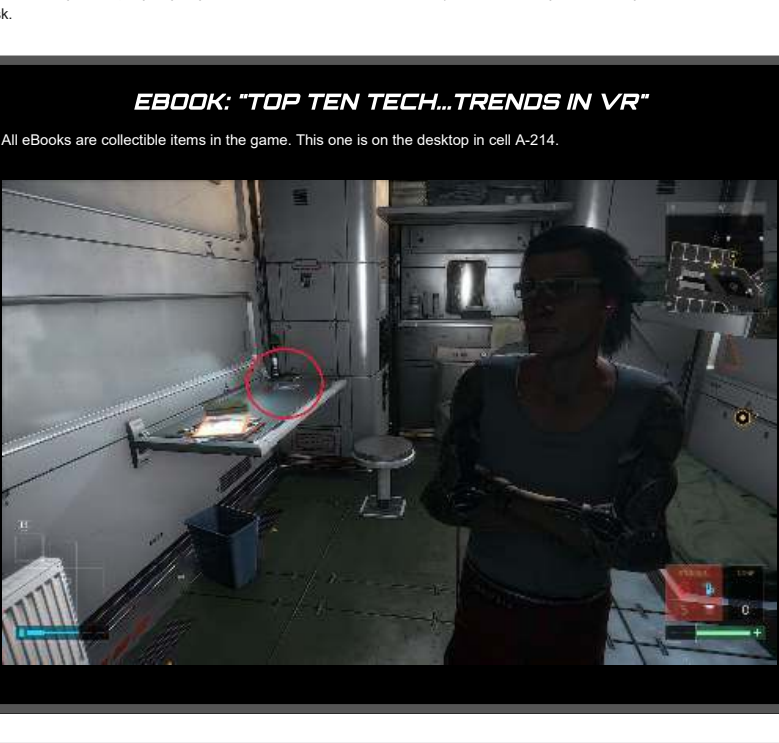
OPTIONAL: EITHER CONSUME THE ALTERED BIOCELL OR TAKE IT TO FLOSSY

We suggest you adhere to Jensen's moral code and deliver the item to its intended recipient. (This will make your progress easier in the later stages of the mission.) Climb back up to Level 2. If you want, search for items hidden behind the secret panels in the empty cells and chat with inmates in occupied cells. You hear more about Wilburg, get a tip that "the vents are a way out," and find a couple of disturbing notes in A-208 that get added to your Database.

During your search, you can approach the inmate in cell A-214 and trade your Neuropozyne for another Multi-Tool. (If you don't have any Neuropozyne yet, you can find a bottle hidden in A-208.) Also in A-214, you can find your first eBook on the desk.

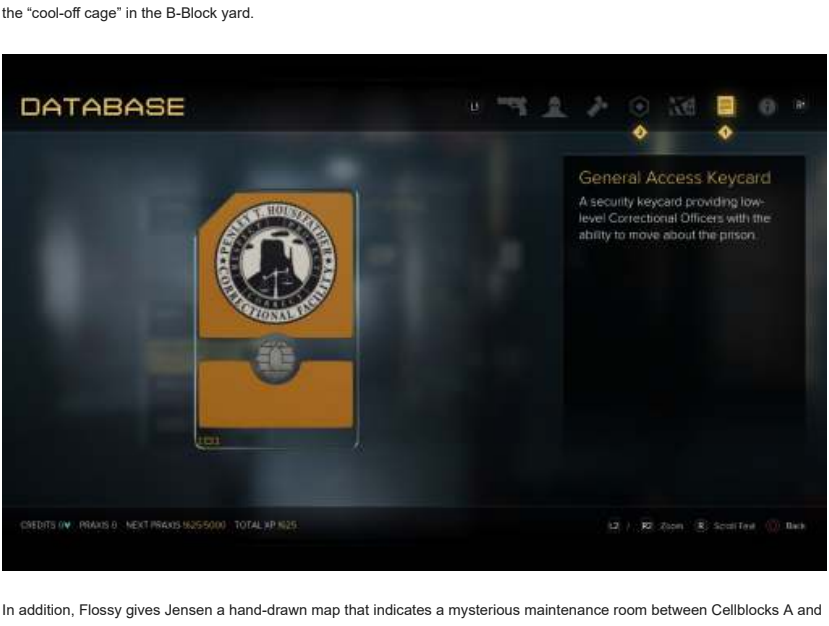
EBOOK: "TOP TEN TECH...TRENDS IN VR"

All eBooks are collectible items in the game. This one is on the desktop in cell A-214.



TALK TO FLOSSY

Return to A-212 **(10)** and talk to Flossy again. Select "Mention the Biocell" to trigger an exchange: Flossy offers Jensen a General Access Keycard and requests that you deliver the Altered Biocell to a fellow named Red Shoes, who's being held in the "cool-off cage" in the B-Block yard.

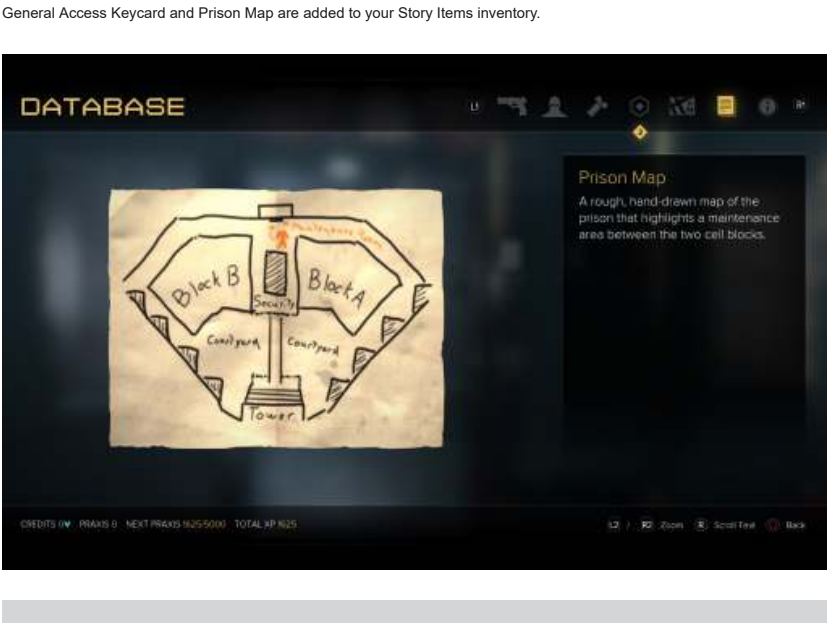


DATABASE

General Access Keycard

A security keycard providing low-level Correctional Officers with the ability to move about the prison.

In addition, Flossy gives Jensen a hand-drawn map that indicates a mysterious maintenance room between Cellblocks A and B; the sketch also includes what looks like a jumpsuit drawn with an arrow pointing inside the room. (See our Tip.) Both the General Access Keycard and Prison Map are added to your Story Items inventory.



DATABASE

Prison Map

A rough, hand-drawn map of the prison that highlights a maintenance area between the two cell blocks.

CELLBLOCK JUMPSUITS

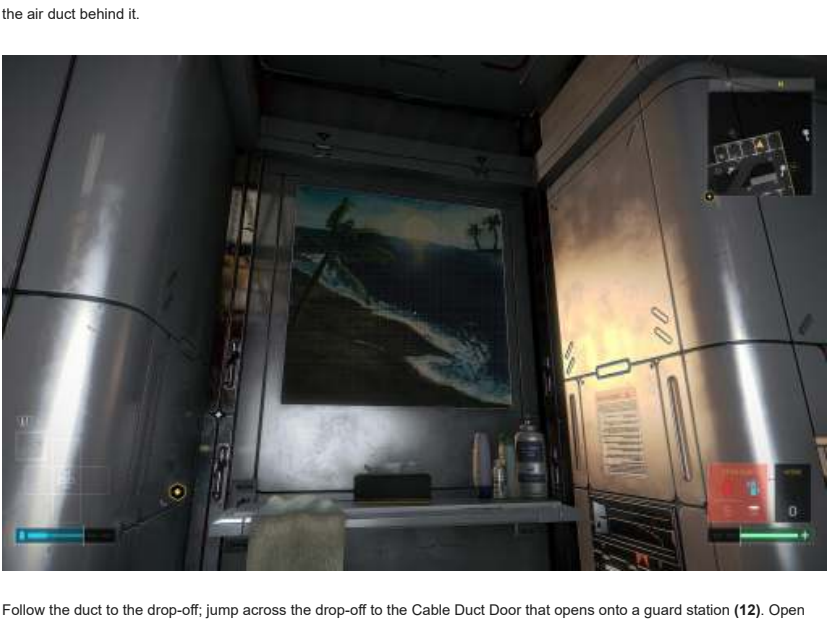
The Pent House has two cellblocks, A and B. Each block has a separate prisoner jumpsuit color–A-Block prisoners wear red, B-Block prisoners wear yellow. Jensen can't move around freely in Cellblock B until you acquire a yellow B-Block jumpsuit for him.

POINT OF INTEREST: MAINTENANCE MYSTERY

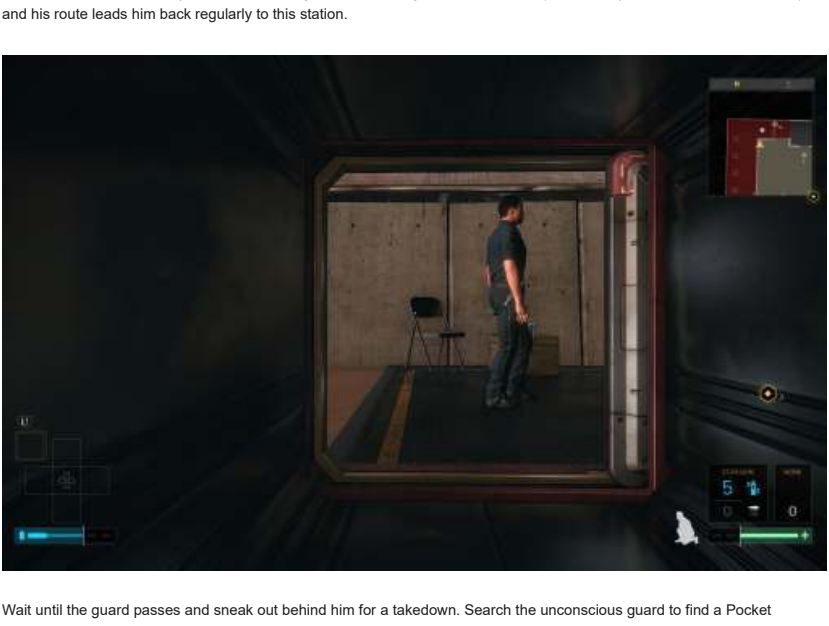
Mentioning the Biocell to Flossy adds a hand-drawn map to your Story Items inventory and adds a new entry to your Points of Interest list under Objectives.

OPTIONAL: TAKE THE SECRET PASSAGE TO THE GUARD STATION

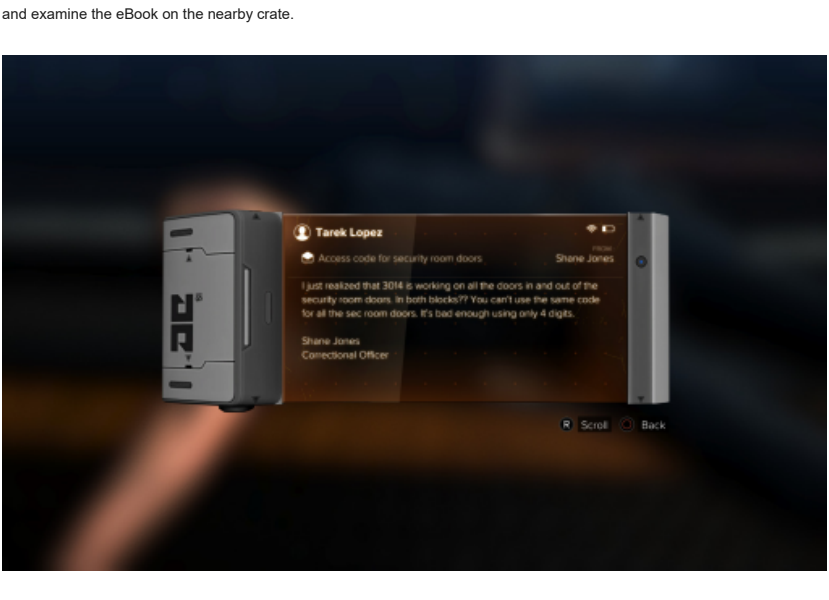
Enter cell A-204 and approach the beach painting behind the toilet **(11)** to see its a secret panel. Remove the panel and enter the air duct behind it.



Follow the duct to the drop-off; jump across the drop-off to the Cable Duct Door that opens onto a guard station **(12)**. Open the door but don't step out yet. The reason: a guard is patrolling the block corridor (a back-alley behind both prison blocks) and his route leads him back regularly to this station.



Wait until the guard passes and sneak out behind him for a takedown. Search the unconscious guard to find a Pocket Secretary with an entry revealing that **3014** is the code to unlock all security room doors. Next, grab the bottle of Painkillers and examine the eBook on the nearby crate.



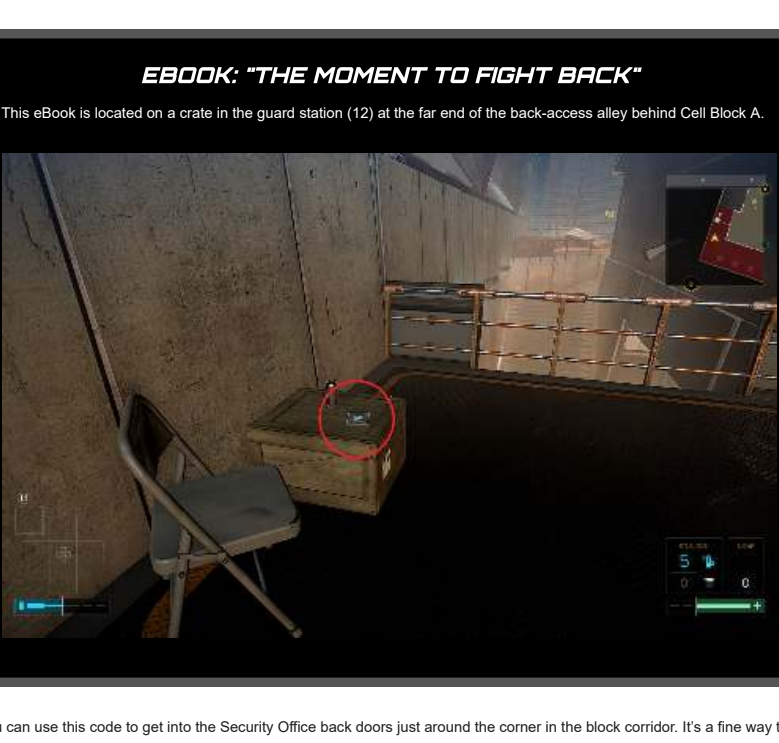
Tarek Lopez
Access code for security room doors
Shane Jones

I just realized that 3014 is working on all the doors in and out of the security room doors. In both blocks?! You can't use the same code for all the sec room doors. It's bad enough using only 4 digits.

Shane Jones
Correctional Officer

EBOOK: "THE MOMENT TO FIGHT BACK"

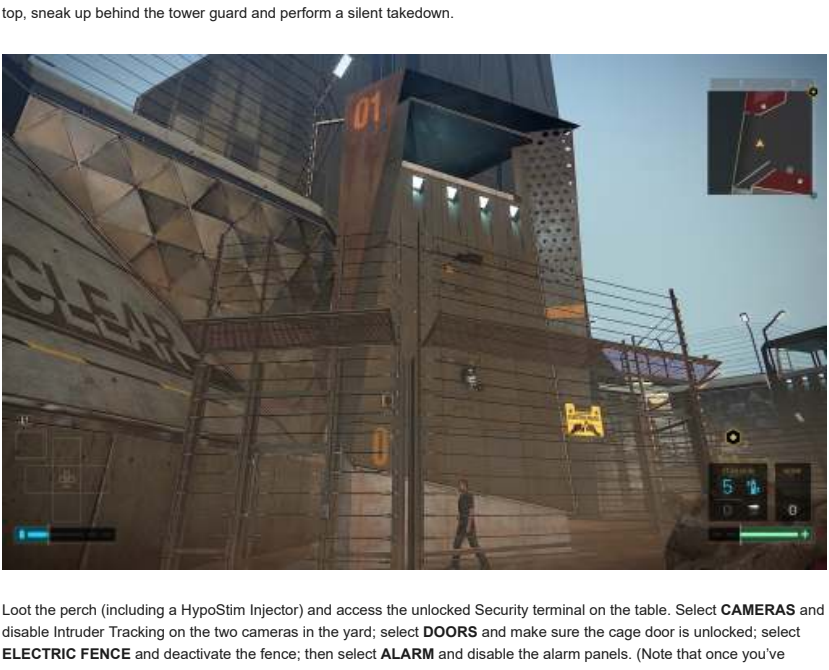
This eBook is located on a crate in the guard station (12) at the far end of the back-access alley behind Cell Block A.



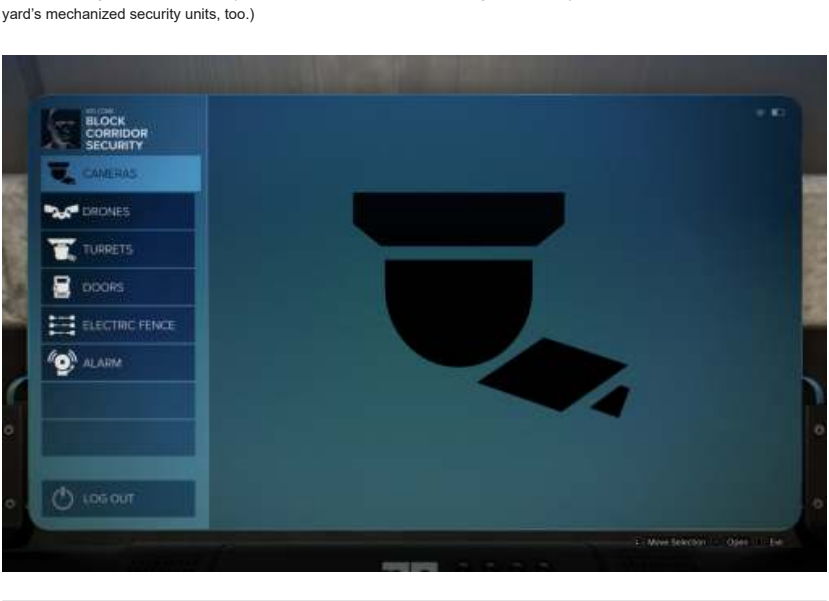
You can use this code to get into the Security Office back doors just around the corner in the block corridor. It's a fine way to go, but we have another preferred route. For now, use the duct to return to cell A-204 and then exit the cell into the Level 2 hall.

OPTIONAL: CLIMB THE GUARD TOWER AND DISABLE THE SECURITY DEVICES

This task is optional, but it can make things easier in the mission's later stages. After you acquire a General Access Keycard, you can unlock the security gates leading into Guard Tower 01 **(13)** overlooking the A-Block yard. Wait until the lone guard patrolling the tower's base goes to the opposite side, then open the gate and climb the ladder up the back of the tower. At the top, sneak up behind the tower guard and perform a silent takedown.

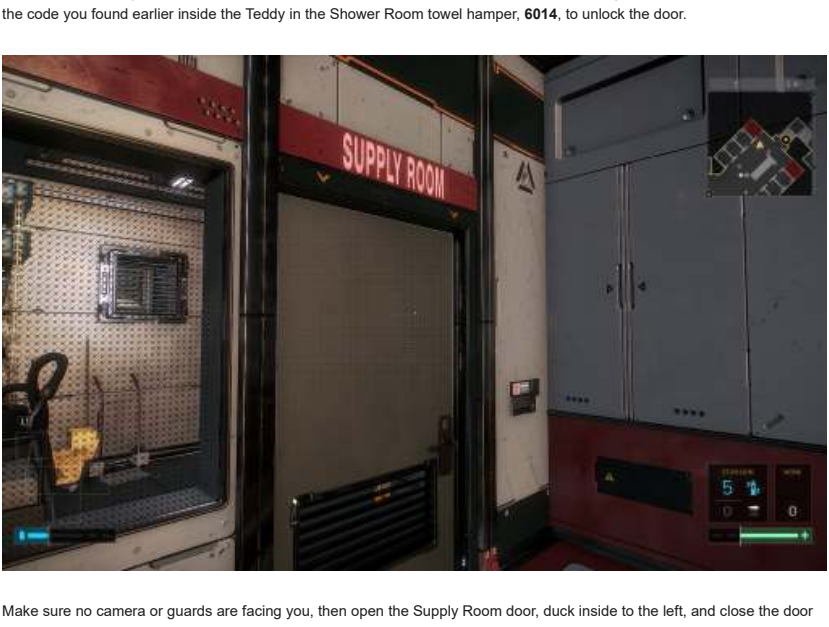


Loot the perch (including a HypoStim Injector) and access the unlocked Security terminal on the table. Select **CAMERAS** and disable Intruder Tracking on the two cameras in the yard; select **DOORS** and make sure the cage door is unlocked; select **ELECTRIC FENCE** and deactivate the fence; then select **ALARM** and disable the alarm panels. (Note that once you've acquired enough Praxis to activate your Turret and Drone Domination augmentations, you can return and disable all of the yard's mechanized security units, too.)

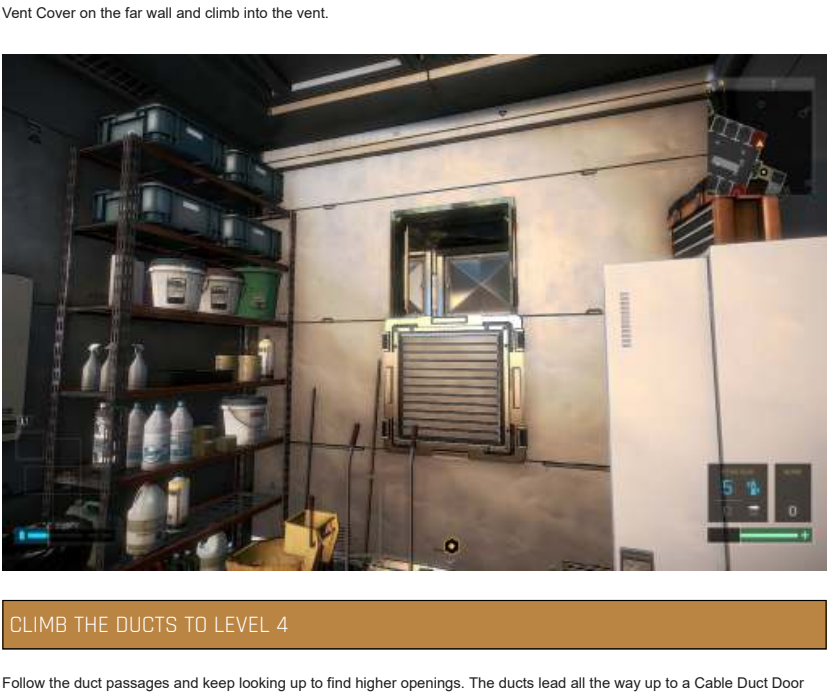


GET TO CELLBLOCK B: ENTER THE SUPPLY ROOM VENT ON LEVEL 1

The following route into Cellblock B may seem a bit roundabout, but the stealth factor is worth it. On Level 1 of Cell Block B, approach the Supply Room **(14)** at the end of the floor near the Shower Room. Access the keypad next to the door and enter the code you found earlier inside the Teddy in the Shower Room towel hamper, **6014**, to unlock the door.

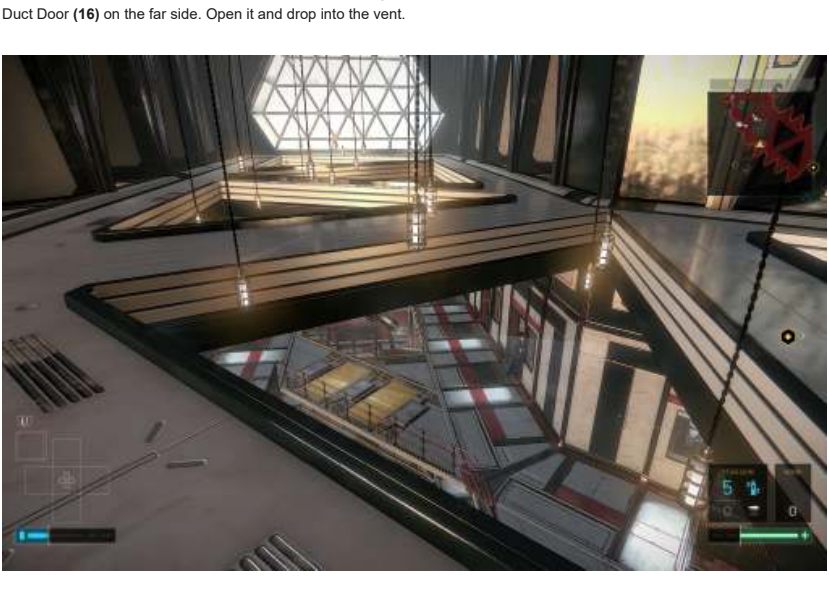


Make sure no camera or guards are facing you, then open the Supply Room door, duck inside to the left, and close the door for privacy. Snag the HypoStim Injector from the rightmost locker and the Crafting Parts from the utility shelf, then open the Vent Cover on the far wall and climb into the vent.



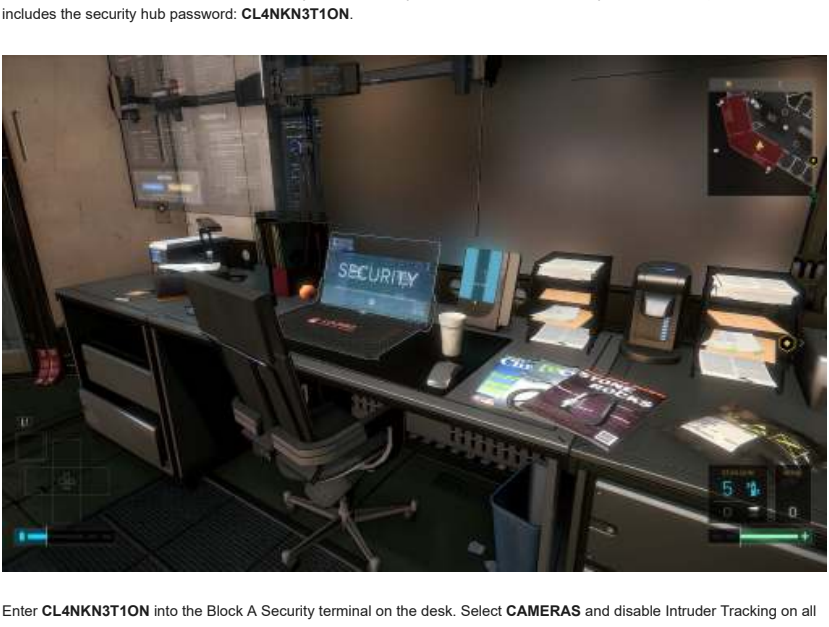
CLIMB THE DUCTS TO LEVEL 4

Follow the duct passages and keep looking up to find higher openings. The ducts lead all the way up to a Cable Duct Door **(15)** that opens onto the Level 4 catwalks. On Level 4, stay crouched and proceed across the catwalks to find another Cable Duct Door **(16)** on the far side. Open it and drop into the vent.



INFILTRATE THE A-BLOCK SECURITY OFFICE ON LEVEL 3

Follow the duct down to another Cable Duct Door located over the A-Block Security Office where the main security terminal is located **(17)**. A lone guard sits at his computer in the next room **(18)**. Drop down from the ceiling duct, creep to the right of the main desk, and toggle the EG Switch on the wall; this darkens the glass so you can't be seen from outside. Loot the row of lockers in the corner to find a Pocket Secretary. Examine it in your Database to see an entry entitled "Backup schedule" that includes the security hub password: **CL4NKN3T1ON**.



Enter **CL4NKN3T1ON** into the Block A Security terminal on the desk. Select **CAMERAS** and disable Intruder Tracking on all six cameras in the block; select **DOORS** and make sure the Shower Room door is open; select **ALARM** and disable the Block A alarm panels. Once complete, exit the interface.

SHUT DOWN CAMERA 6!

Disabling Camera 6 at the security hub is useful because that camera scans the other room in the Security Office. You're going in there next and don't want to be detected.

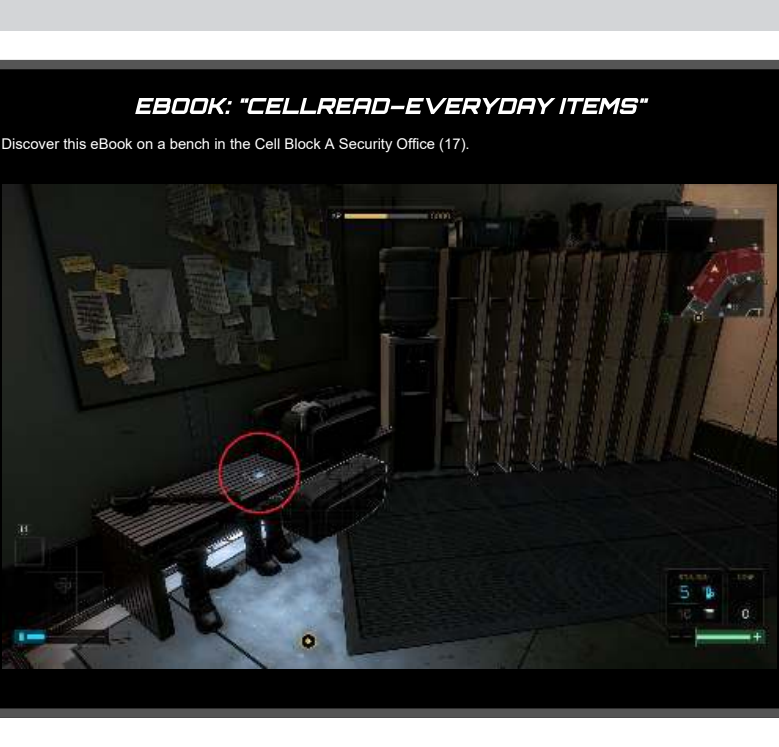
Next, pick up the Pocket Secretary on the main desk; it contains an entry entitled "Heads up" which includes the passcode to the Maintenance Room between the cell blocks: 3499. (This is the room marked on your hand-drawn map from Flossy.) Now loot the rest of the room. Don't miss the HypoStim Injector in the medical box on the work cabinet and an eBook on the bench.

AMANDA'S EMAIL

If you want, view Amanda Caton's email messages in her unlocked personal laptop on the security hub's main desk. You learn that Wilburg's cell number was B-108; that inmate Raymond Cash in A-208 has been acting erratically of late; and that inmate Quayle in A-313 has an irrational fear of anyone wearing sunglasses indoors.

EBOOK: "CELLREAD–EVERYDAY ITEMS"

Discover this eBook on a bench in the Cell Block A Security Office (17).

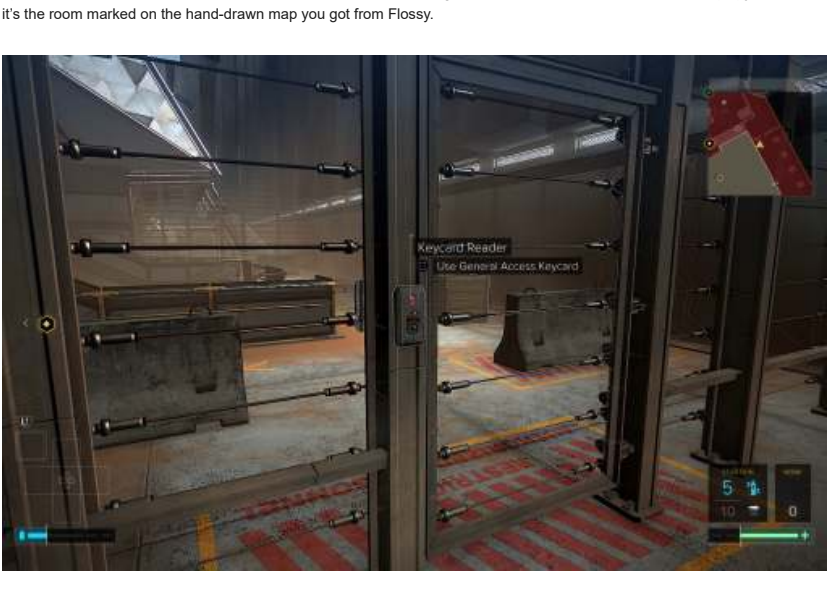


ACCESS THE BLOCK CORRIDOR

If you triggered no alarms, the guard is likely still sitting at his computer **(18)** in the Security Office's other room, so take cover at the connecting door, open it, and then sneak behind his chair. Perform a nonlethal takedown and toggle the EG Switch just to the left of his desk to darken the windows for privacy. Loot the rest of the room, including the nearby Weapon Cabinet. Return to the first room and go down the back stairs. Take cover at the door **(19)** leading out into the block corridor (the prison's back-access alley).

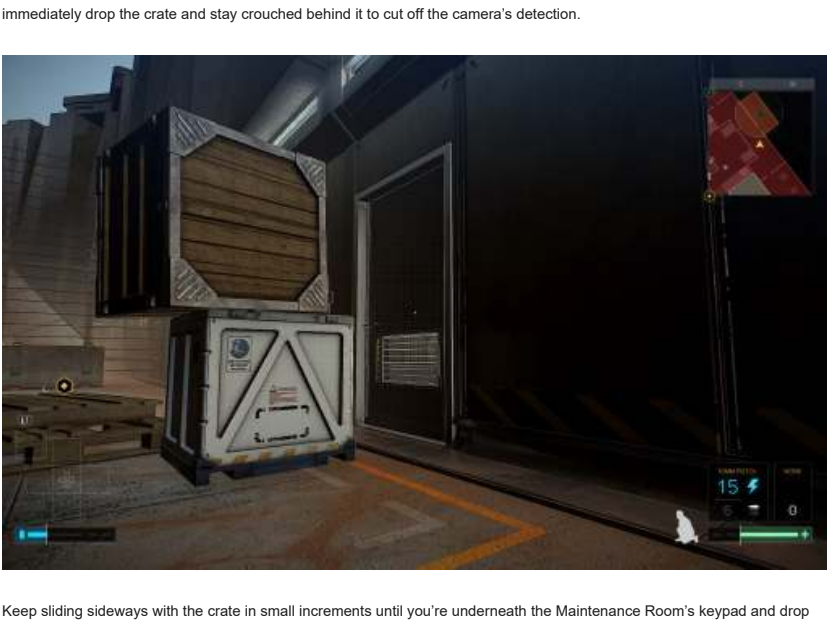
POINT OF INTEREST: MAINTENANCE MYSTERY

Wait until the light of the security camera outside (directly above the doorway) scans all the way to the right. Sprint down the corridor to the left and duck around behind the big fan housing. Your General Access Keycard unlocks the nearby gate **(20)**; open it, crouch, and sneak behind the two moveable crates to the right. You can see the Maintenance Room **(21)** just ahead; it's the room marked on the hand-drawn map you got from Flossy.



STACK CRATES TO AVOID DETECTION

Here's a trick. If you approach the Maintenance Room door out in the open, the surveillance camera on the far wall (shown on our map) will spot you. Therefore, crouch and pick up the metal crate and slide sideways toward the Maintenance Room. (Stay crouched while moving!) Be on the lookout for the onscreen Detection Meter. If the meter appears and starts filling up, immediately drop the crate and stay crouched behind it to cut off the camera's detection.



Keep sliding sideways with the crate in small increments until you're underneath the Maintenance Room's keypad and drop the crate. Stay crouched (hiding behind the crate) and use a Multi-Tool on the keypad to unlock the door. But if you don't have a Multi-Tool (or just want to save it for later), you can repeat the crouch-and-carry tactic with the Medium Wood Crate. When you reach the Metal Crate, stand up and drop the Wooden Crate on top of it. Now you can remain standing without being detected. Turn around and enter the code **3499** on the keypad to unlock the door.

SWITCH JUMPSUITS

Open the Maintenance Room door, then close it behind you for privacy. There is plenty to loot in this room, including a HypoStim Injector hidden in the fox plush toy. Next, change into the yellow B-Block jumpsuit hanging in a locker. This completes the "Maintenance Mystery" Point of Interest objective.

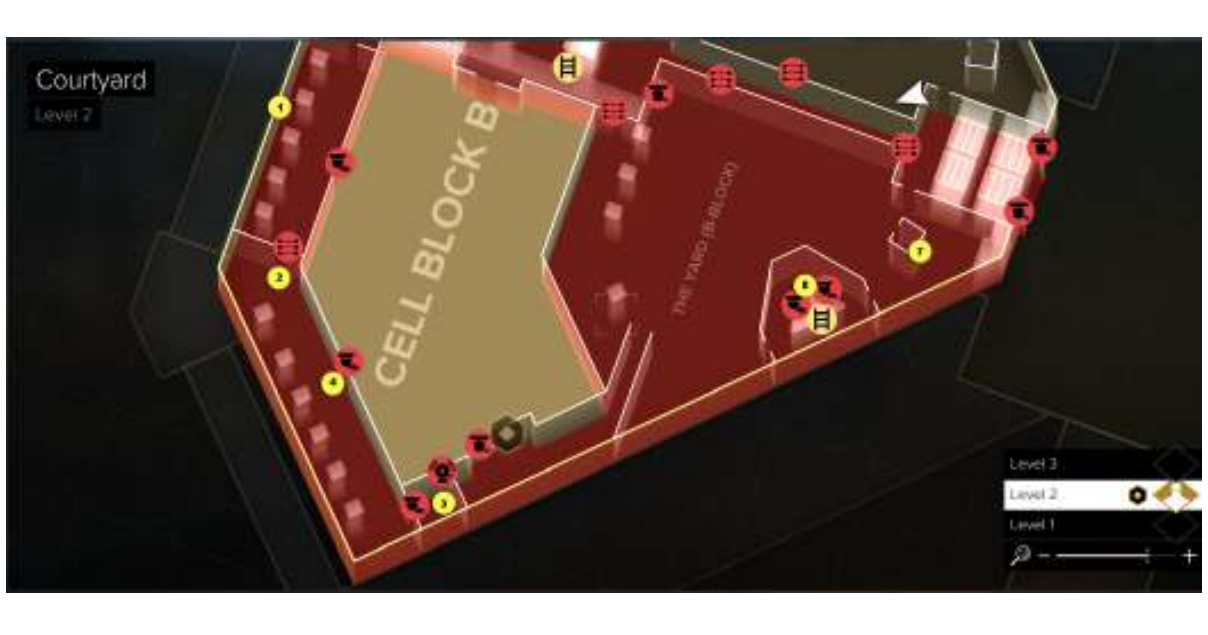
A Criminal Past DLC

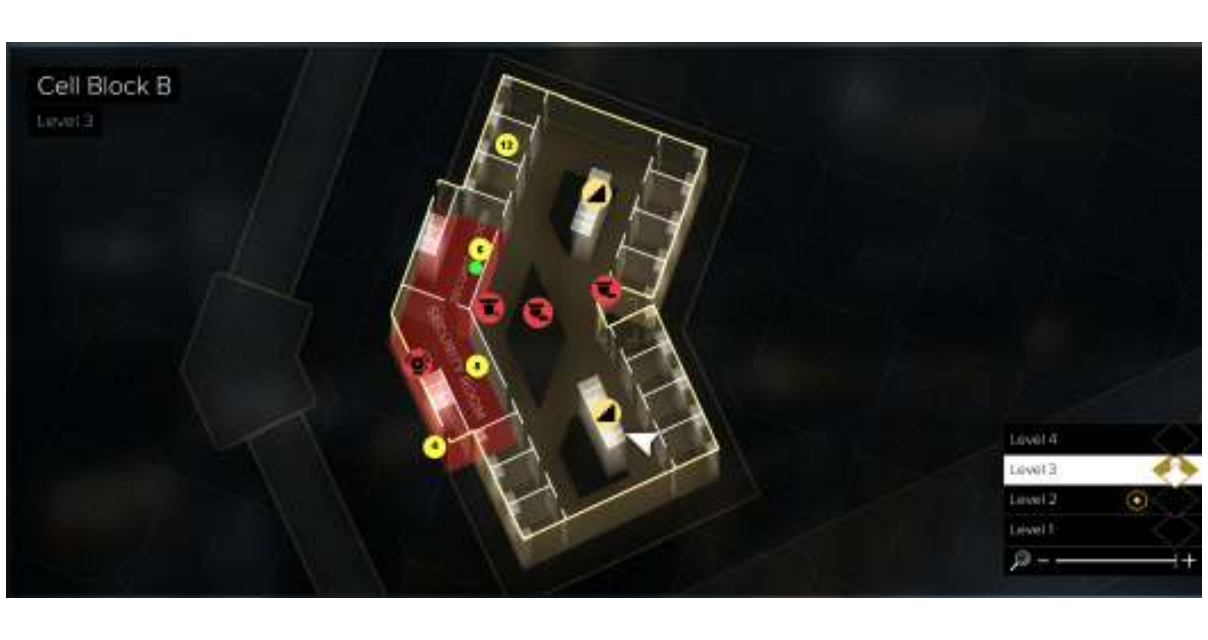
Find Agent Guerrero

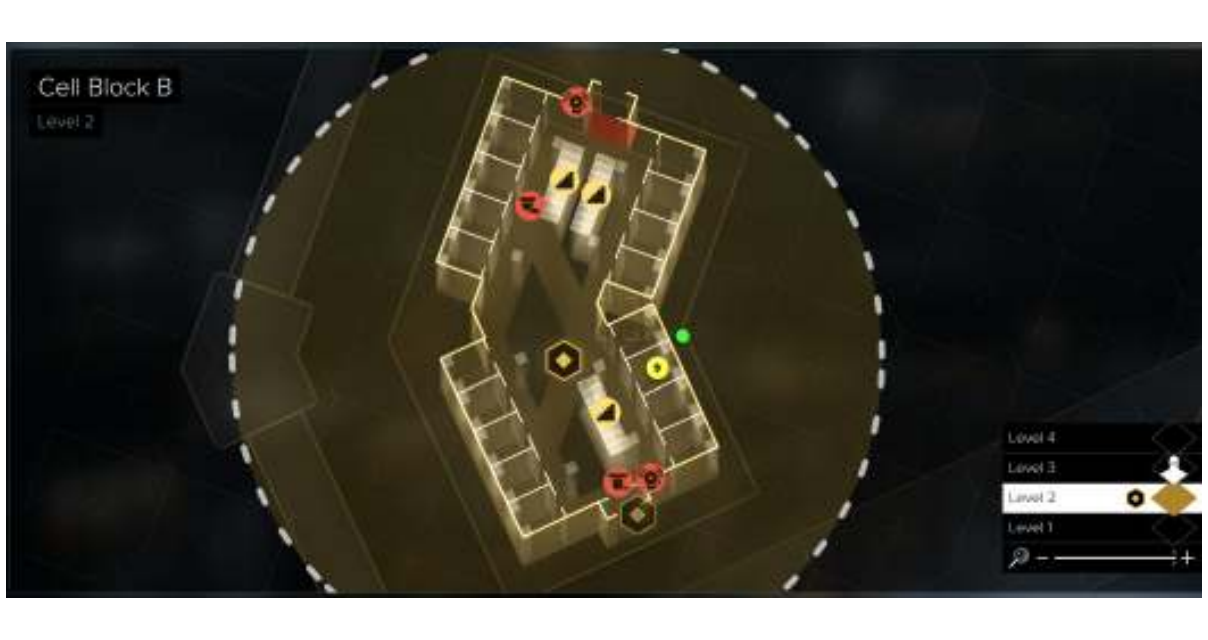
OBJECTIVES

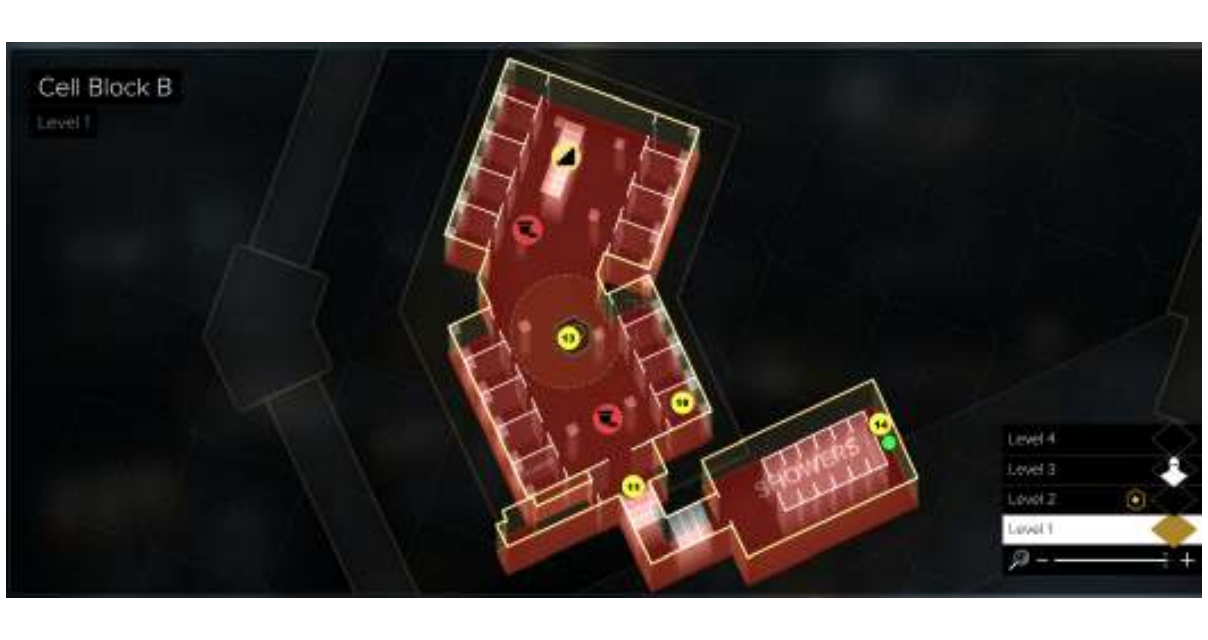
Optional: Give the altered Biocell to Red Shoes OR consume the altered Biocell
Find Guerrero (Oscar Mejia) in Cellblock B
Enter Solitary Confinement

OVERVIEW







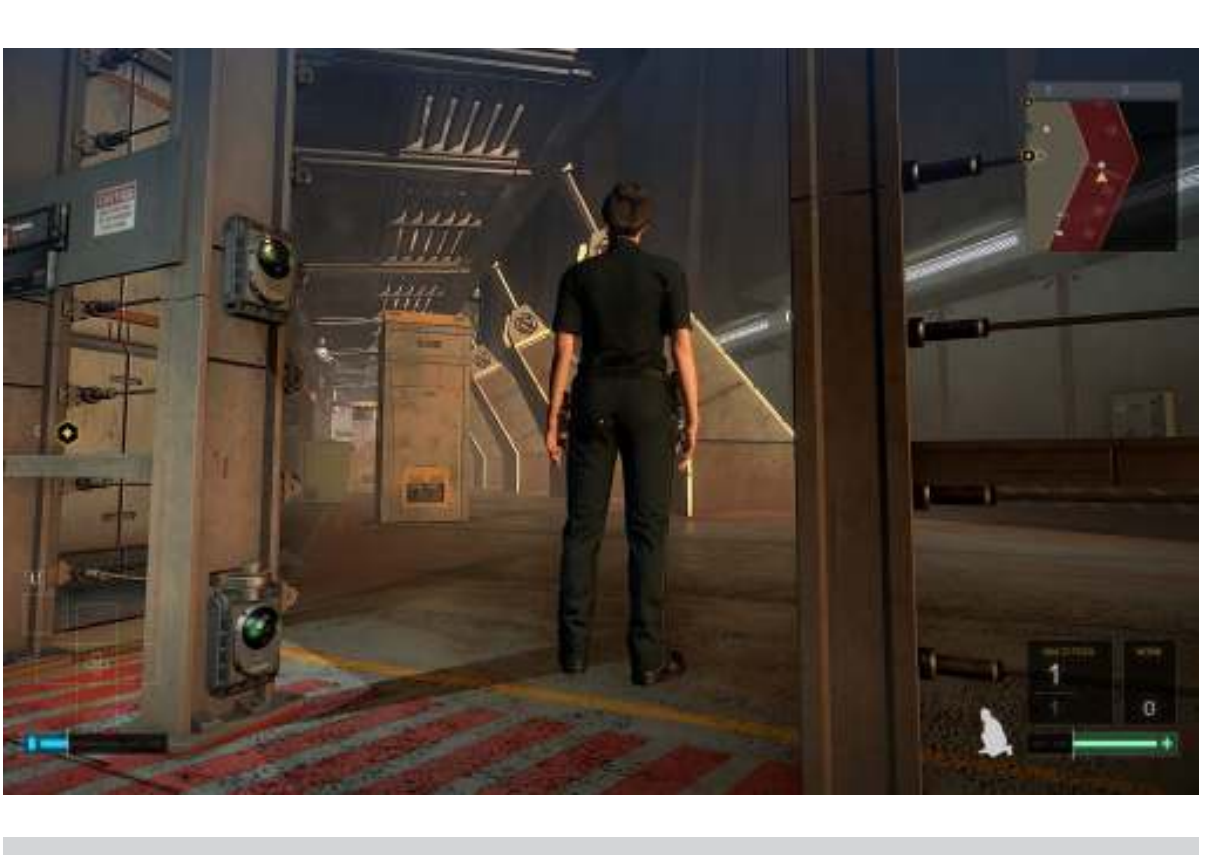


MAP LEGEND

1: Block corridor
2: Security gate
3: Block Corridor Security terminal (sniper on roof)
4: Security Office (back entry)
5: Block B Security terminal
6: Praxis Kit (after prison revolt)
7: Cool-off cage (Red Shoes)
8: Guard Tower 02
9: Cell B-204 (secret panel)
10: Supply Room
11: Shower Room
12: Cell B-317 (open after prison revolt)
13. Sentry bot (find Hacking Device)
14: Fallen prisoner (after prison revolt)
[BLUE CIRCLE] = EBook
[GREEN CIRCLE] = Praxis Kit

GET TO CELL BLOCK B: DISABLE THE BLOCK CORRIDOR CAMERAS

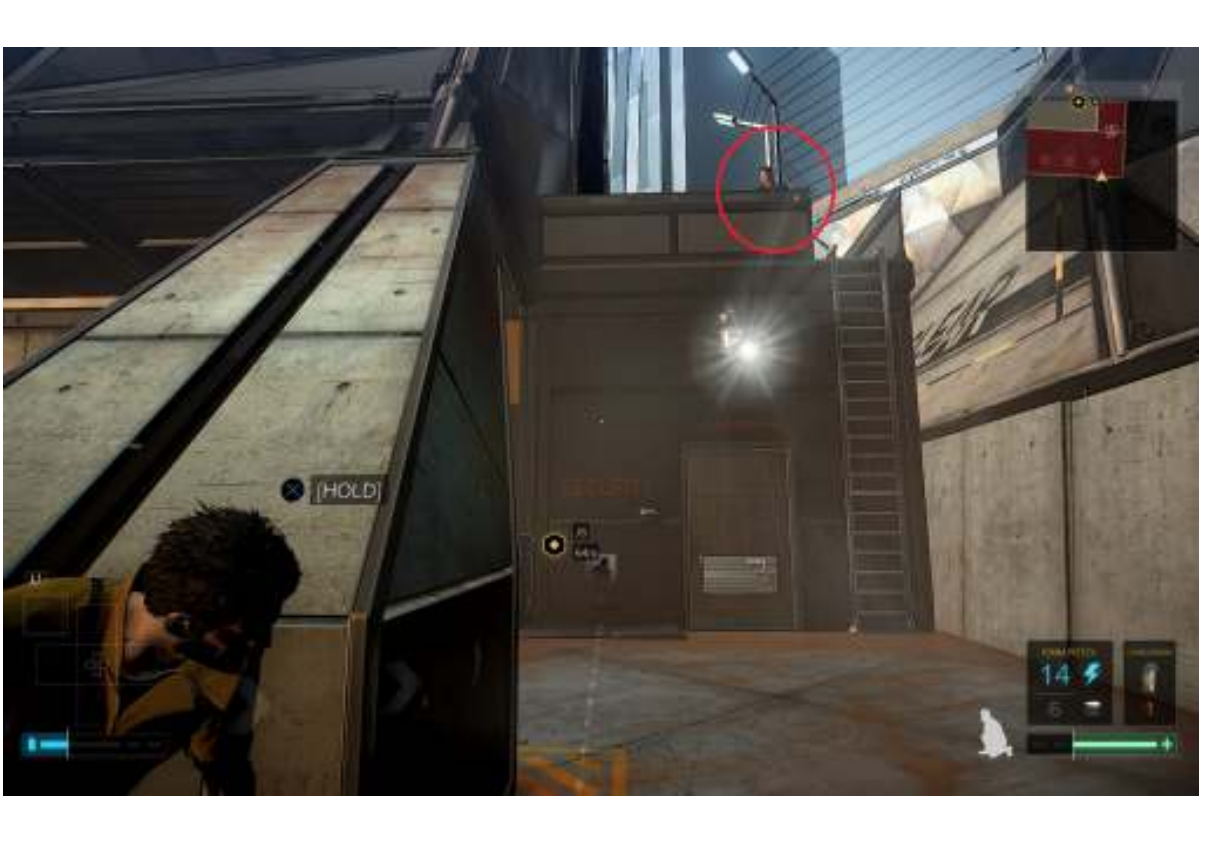
While keeping an eye out for the security camera and a lone patrolling guard, stay in cover as you sneak from strut to strut down the corridor **(1)** past the first B-Block Security Office entrance. When you reach the last strut next to the laser gate **(2)**, wait until the patrolling guard approaches. When she reaches the gate, the lasers automatically disable. Wait until the guard turns away and stands with her back to the gate, then sneak through the disabled gate behind her for a takedown.



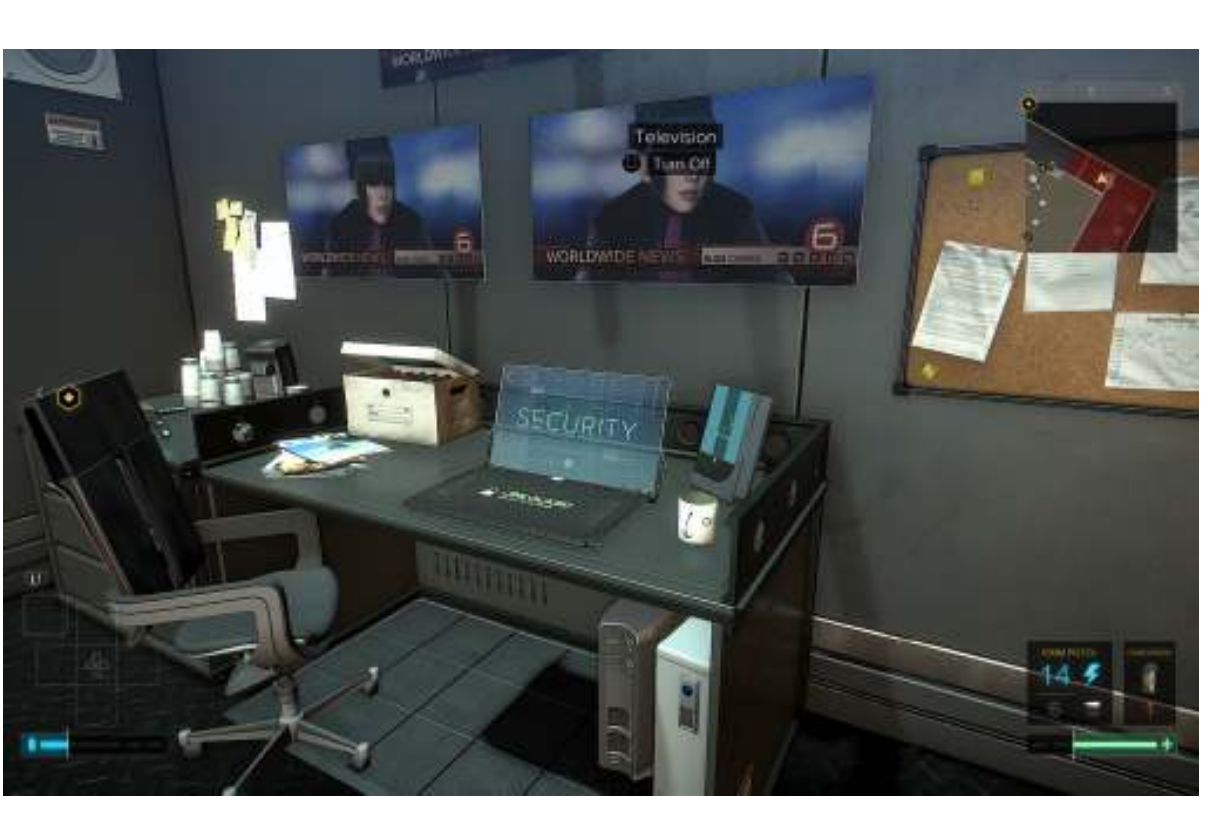
ALERTS MEAN ENHANCED PATROLS

If you get spotted and trigger an alert, prison security ramps up, including in the block corridor, even if you manage to evade the search. Watch for robot sentries and expanded patrolling routes by guards.

Now you can use the next row of struts as cover; go past the security camera above the second B-Block Security Office door. Keep going until you reach the strut directly across from the small guard room **(3)** at the far end of the alley. Careful! Note that there's a sniper on the roof (circled in our shot) directly above the door and he's facing your direction.

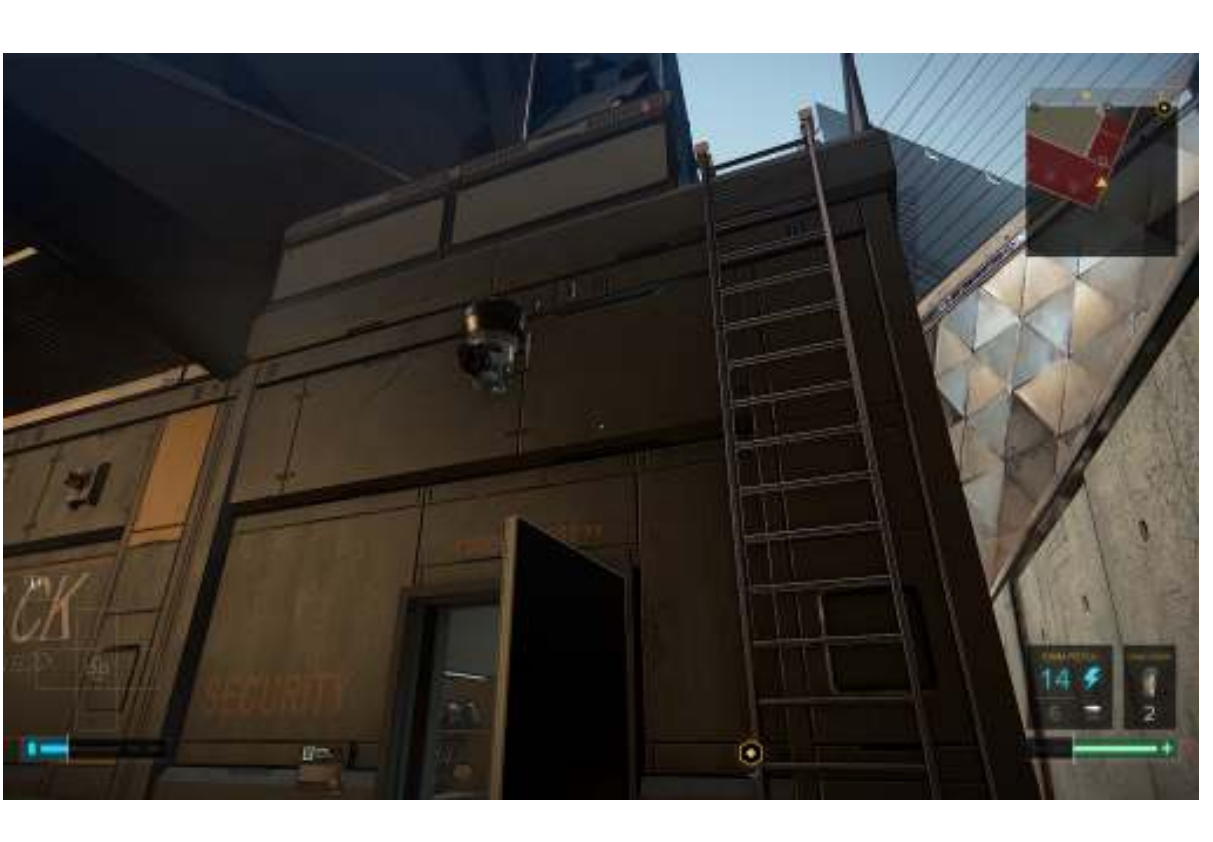


From the left side of the strut, wait until the camera turns to the right and then run to the door underneath it. The door is unlocked, so enter the small room. Warning: Stay away from the window on the opposite wall, as an intruder cam out in the yard corridor will spot you. Crouch and approach the desk to access the unlocked Security laptop. Use it to turn off the Block Corridor Security cameras and alarms. Loot the room, including the grenades in the Weapon Cabinet.



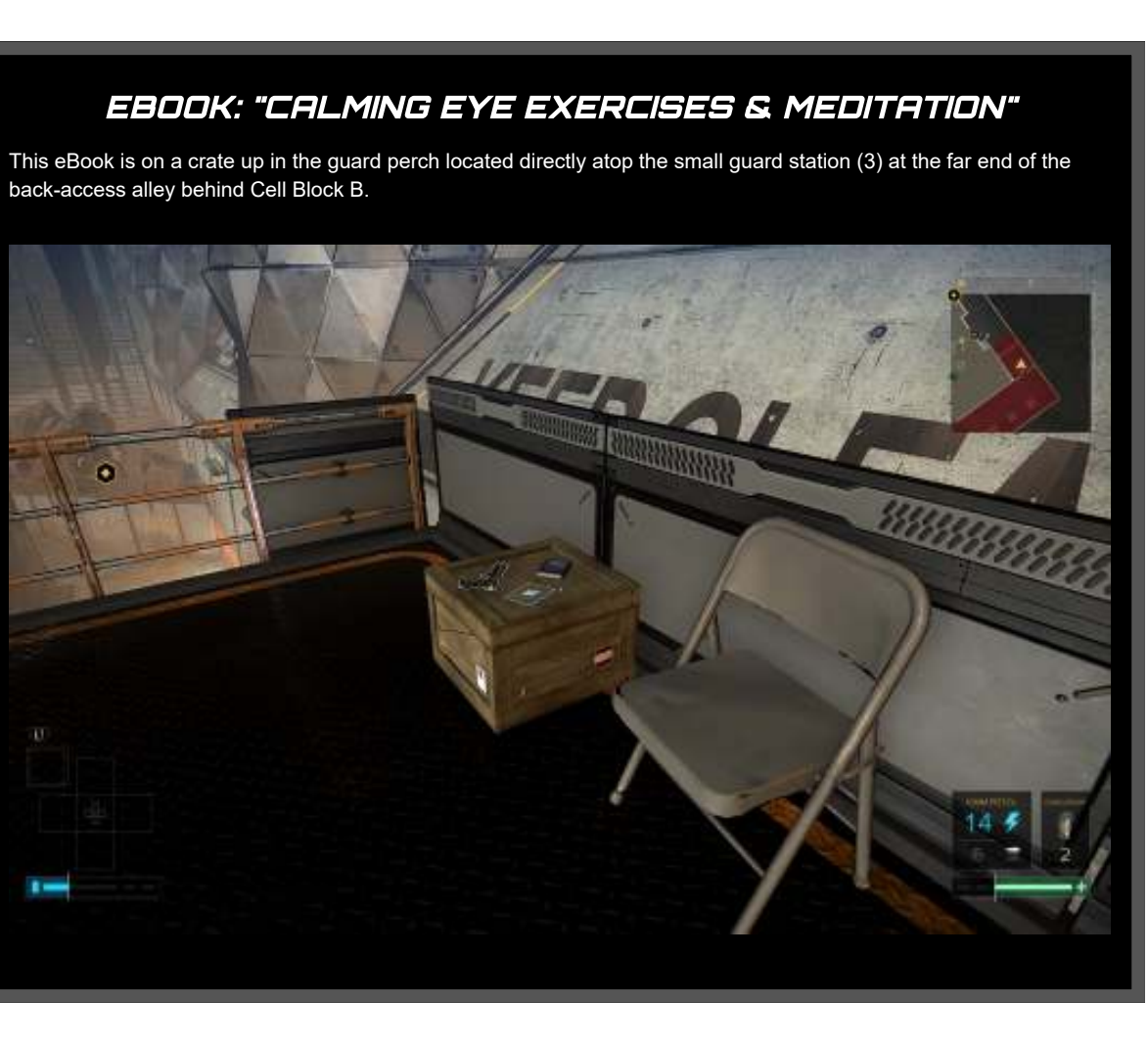
OPTIONAL: TAKE OUT THE ROOF SNIPER

Step outside the guard room and grab the ladder on the wall. On the roof above, a sniper faces your direction, so climb the ladder and immediately tap the Takedowns button when you reach the top. After the guard goes down, find another eBook on his crate.



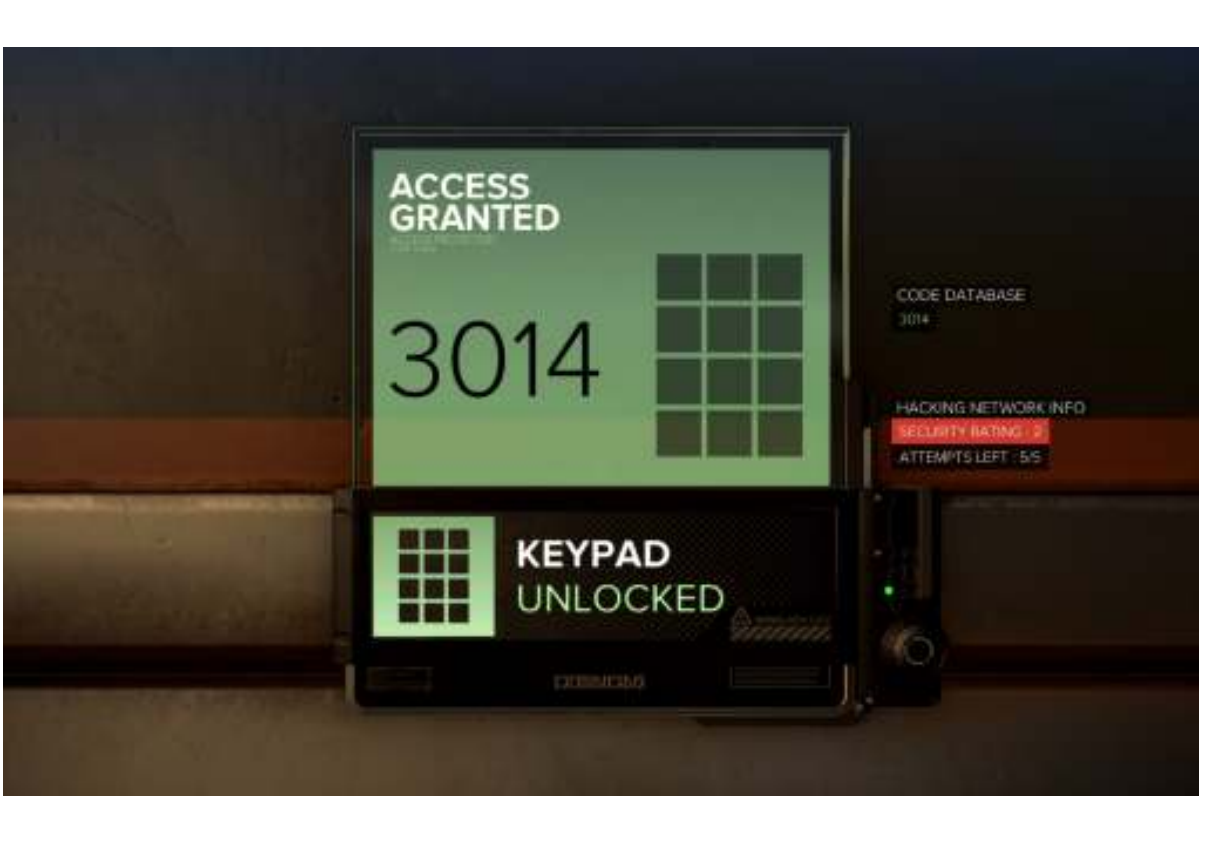
EBOOK: "CALMING EYE EXERCISES & MEDITATION"

This eBook is on a crate up in the guard perch located directly atop the small guard station (3) at the far end of the back-access alley behind Cell Block B.

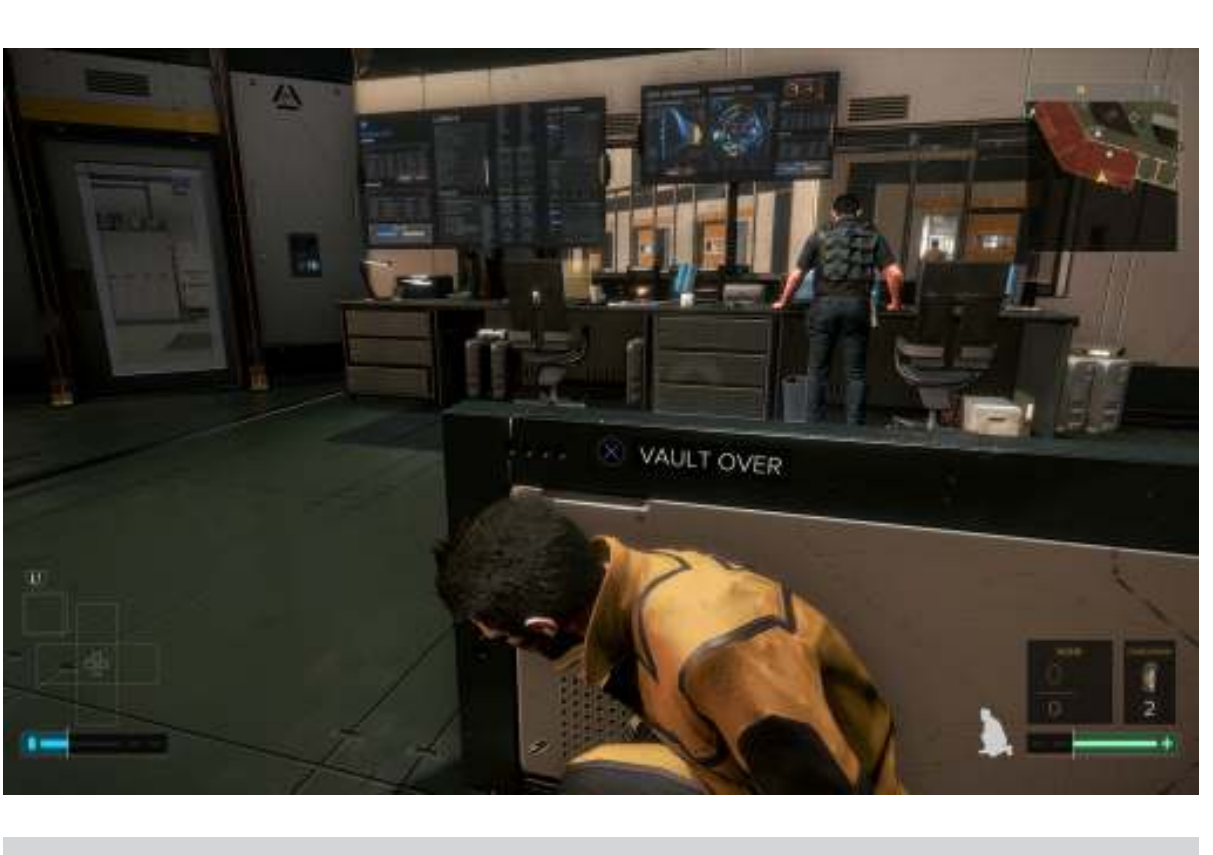


INFILTRATE THE B-BLOCK SECURITY OFFICE

Climb back down the ladder and go to the keypad next to the Security Office back door **(4)**. (Its camera is now disabled.) Enter the unlocking code **3014**, then open the door and take cover at the top of the stairs.



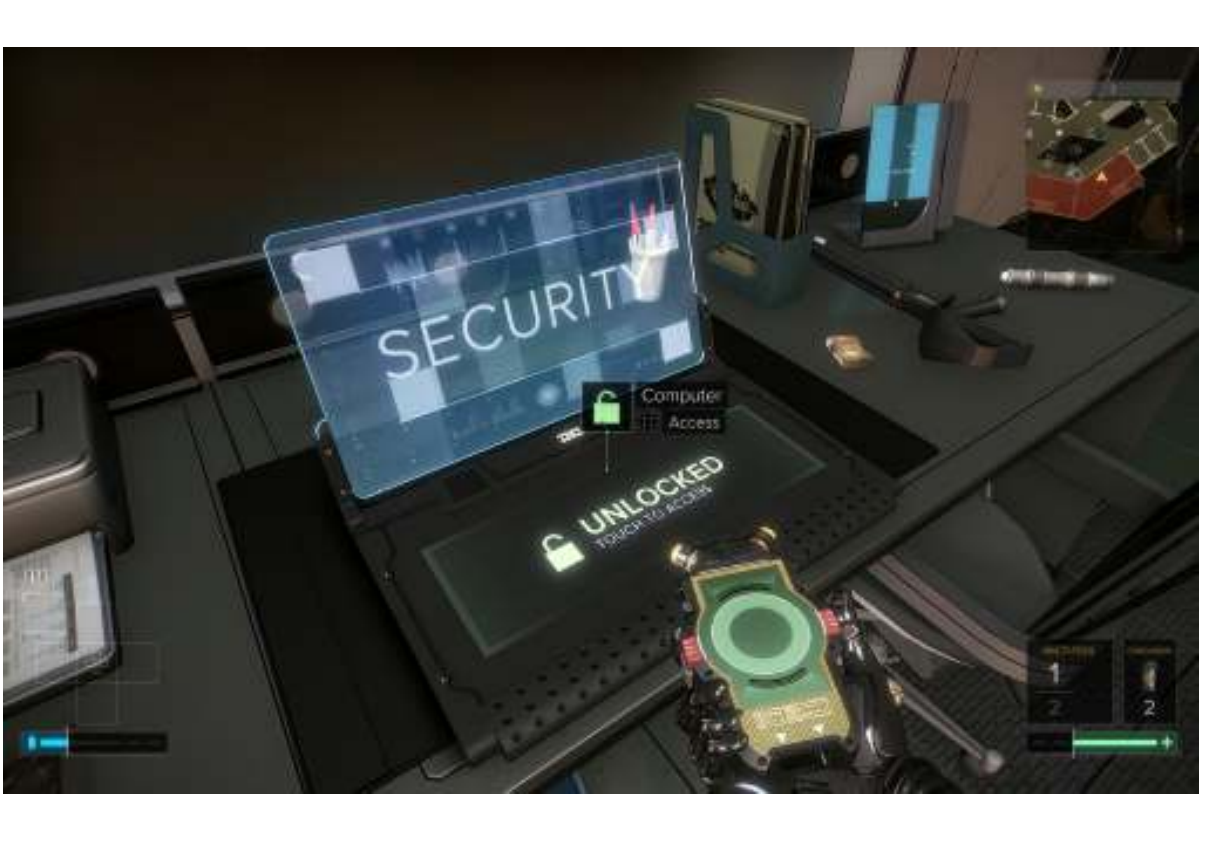
Wait until the pacing armed guard enters the room and leans over the Security terminal **(5)**, then sneak up behind him for a takedown. Quickly toggle the EG Switch on the wall to the right of the desk to darken the glass.



SPEND YOUR PRAXIS

When you earn a Praxis point, a good initial purchase is Turret Domination. This augmentation lets you disable security turrets from the Security hub terminals.

If you have a Multi-Tool, use it to hack the Block B Security terminal and access the security grid. (If you don't have one yet, you can Craft one.) Select **CAMERAS** and disable Intruder Tracking on all five cameras in the block (especially Camera 3, which overlooks the Supply Room on Level 1); if you have Turret Domination, select **TURRETS** to disable both of them; select **DOORS** and make sure the Shower Room door is open; select **ALARM** and disable the Block B alarm panels.



If you don't have a Multi-Tool, there is a password you can acquire as well, but you don't have it yet. We'll grab it soon enough, though. Before you leave the Security Office, sneak into the next room **(6)** and toggle the EG Switch by the door for privacy. Next, pick up the Pocket Secretary sitting on the desk and read the "Shower Cleaning Schedule" note from Stenger. It reminds guards that Oscar Mejia is scheduled to clean the showers in Cell Block B. Now you know where to find your contact.

OPTIONAL: GIVE THE ALTERED BIOCELL TO RED SHOES OR CONSUME THE ALTERED BIOCELL

Let's find Red Shoes and complete the delivery for Flossy. Exit the Security Office, go downstairs to Level 2, and take the Yard exit. Go around to the back side of the cool-off cage **(7)**, approach the slot, then talk to Red Shoes. He says that Oscar Mejia is in the Shower Room. Next, choose whether or not to give Red Shoes the altered Biocell. In this walkthrough, we'll hand it over to him. (See our sidebar on the choice for an explanation of the ramifications either way.)

THE ALTERED BIOCELL CHOICE

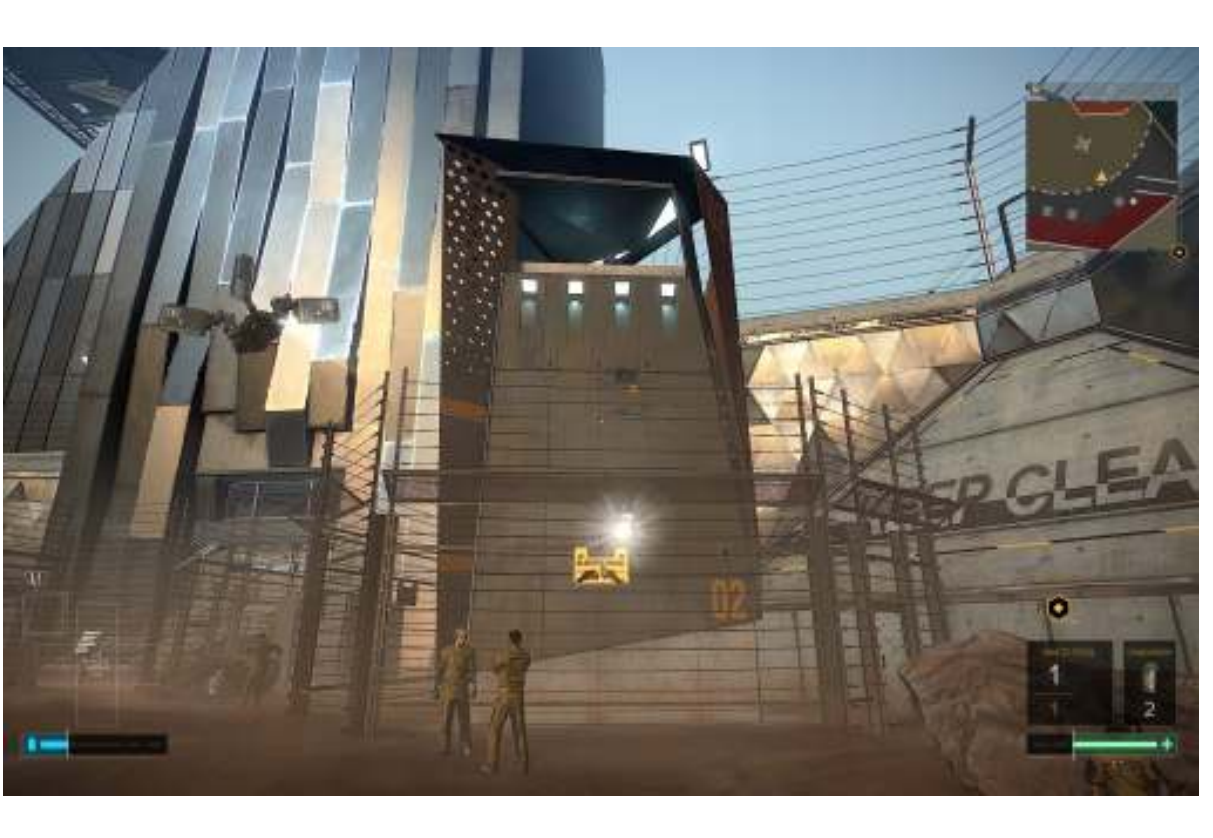
If you meet with The Fixer and hunt down his "package" (the Altered Biocell), you get a choice: you can deliver the package as requested or you can consume it yourself.

If you mention the package to Flossy and deliver it to Red Shoes, a successful inmate revolt eliminates much of the security guard presence later in the mission. This makes it easier for you to move through areas you must navigate.

If you consume the Altered Biocell instead, you gain 6 Praxis Kits that you can allocate, giving you the ability to activate higher-level augmentations. Without a successful prison revolt, the critical path is more hostile.

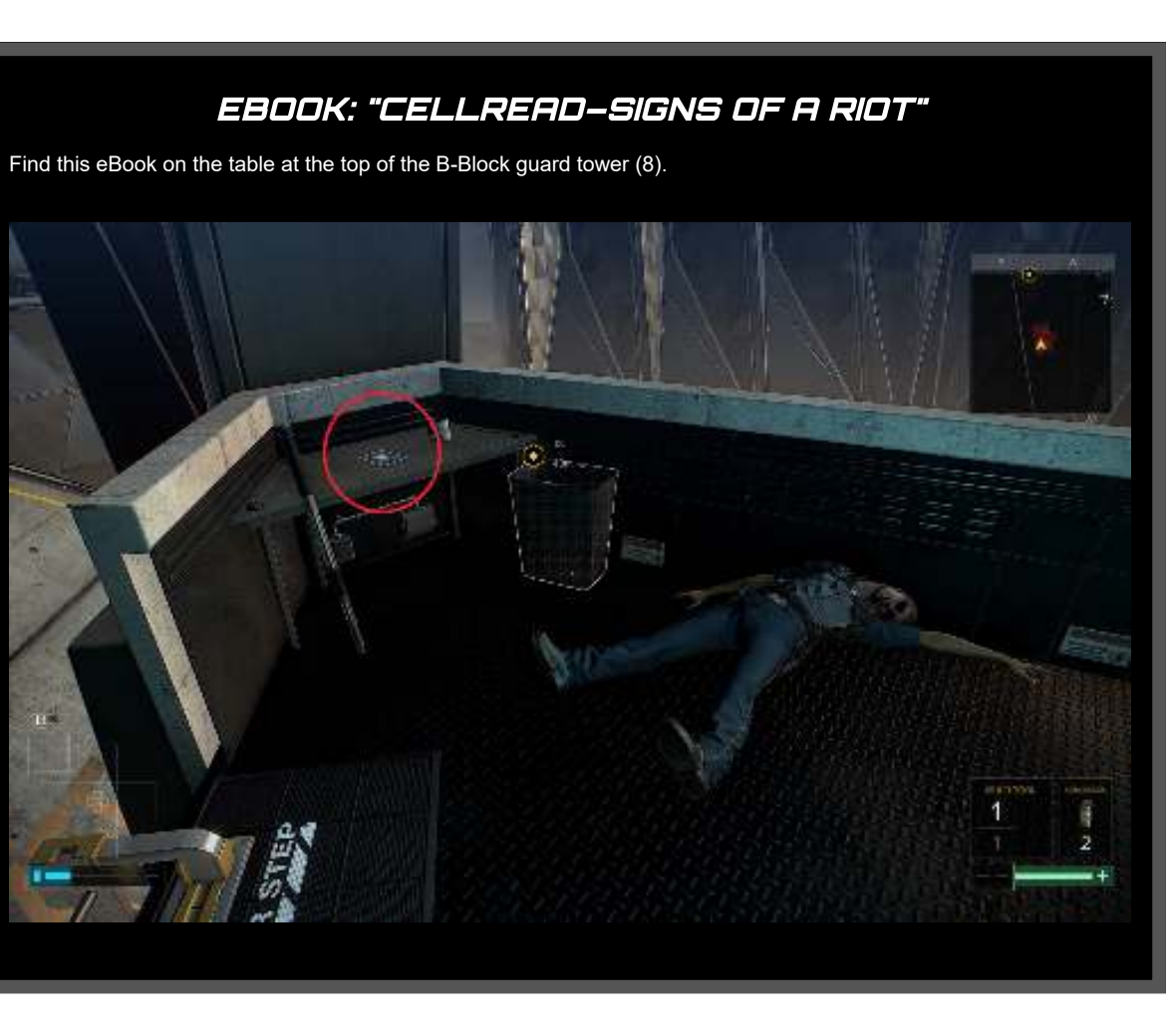
OPTIONAL: INFILTRATE THE GUARD TOWER 02

After you're done with Red Shoes, you can take over the nearby guard tower **(8)**. Step over to the keypad on the security fence and use the card to unlock the gate. Wait until the security camera swivels away, open the door and head to the ladder. Climb to the tower top and take down the sniper from behind. Next, use the Block Corridor Security terminal to disable every security device. Look for an eBook on the nearby table, too.



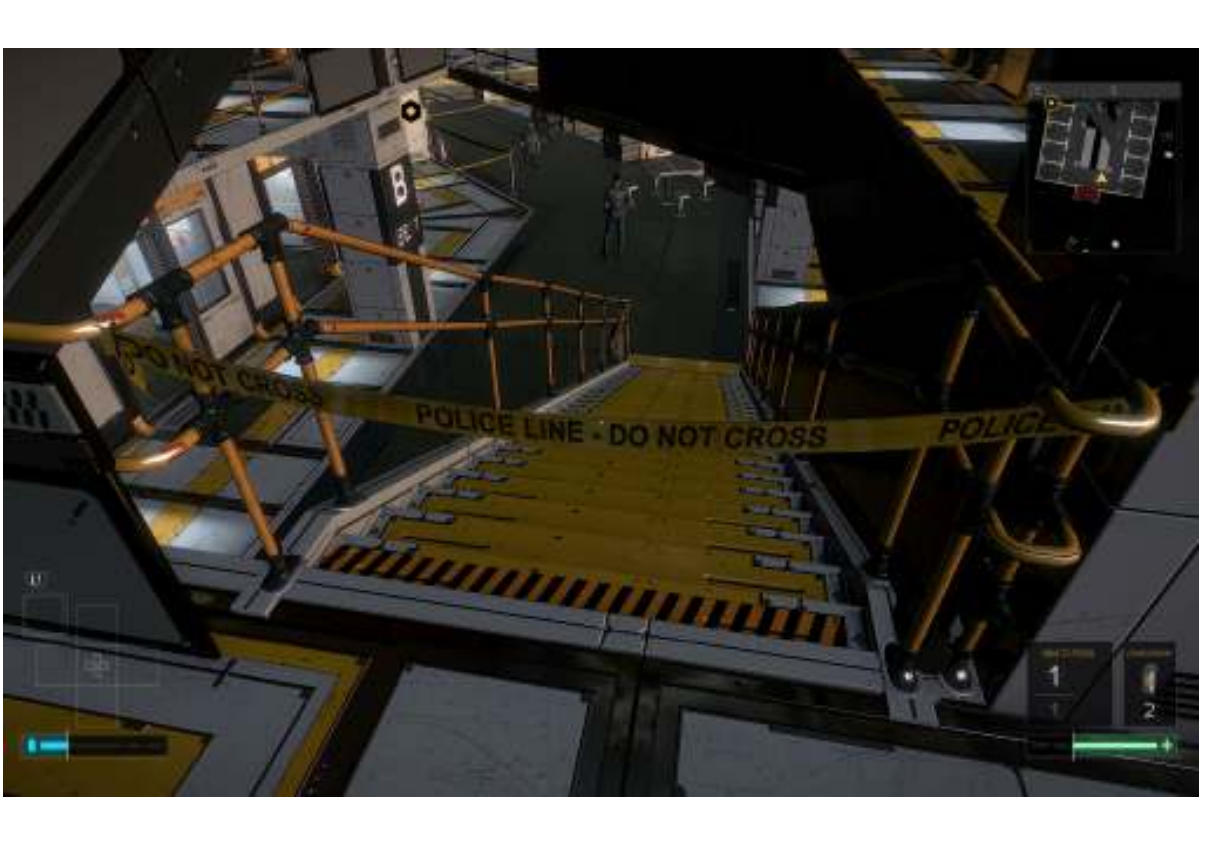
EBOOK: "CELLREAD–SIGNS OF A RIOT"

Find this eBook on the table at the top of the B-Block guard tower (8).

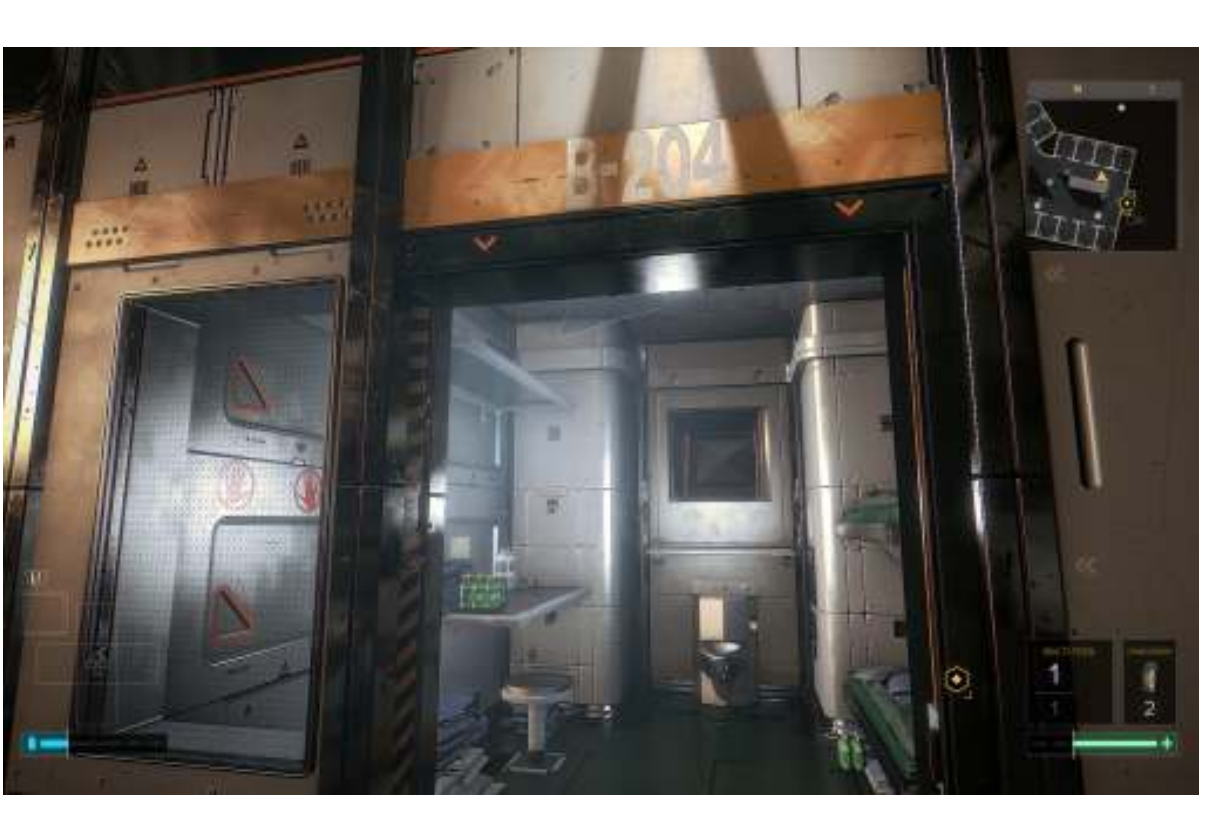


GET INTO THE SUPPLY ROOM

Go back inside the B-Block building. You've learned that Oscar Mejia (Agent Guerrero) is likely taking his cleaning shift in the Block B Shower Room on Level 1. However, access to the showers is cut off because the prison's investigation of Ian Wilburg's death has made Level 1 a restricted area. There is a roundabout route, though.

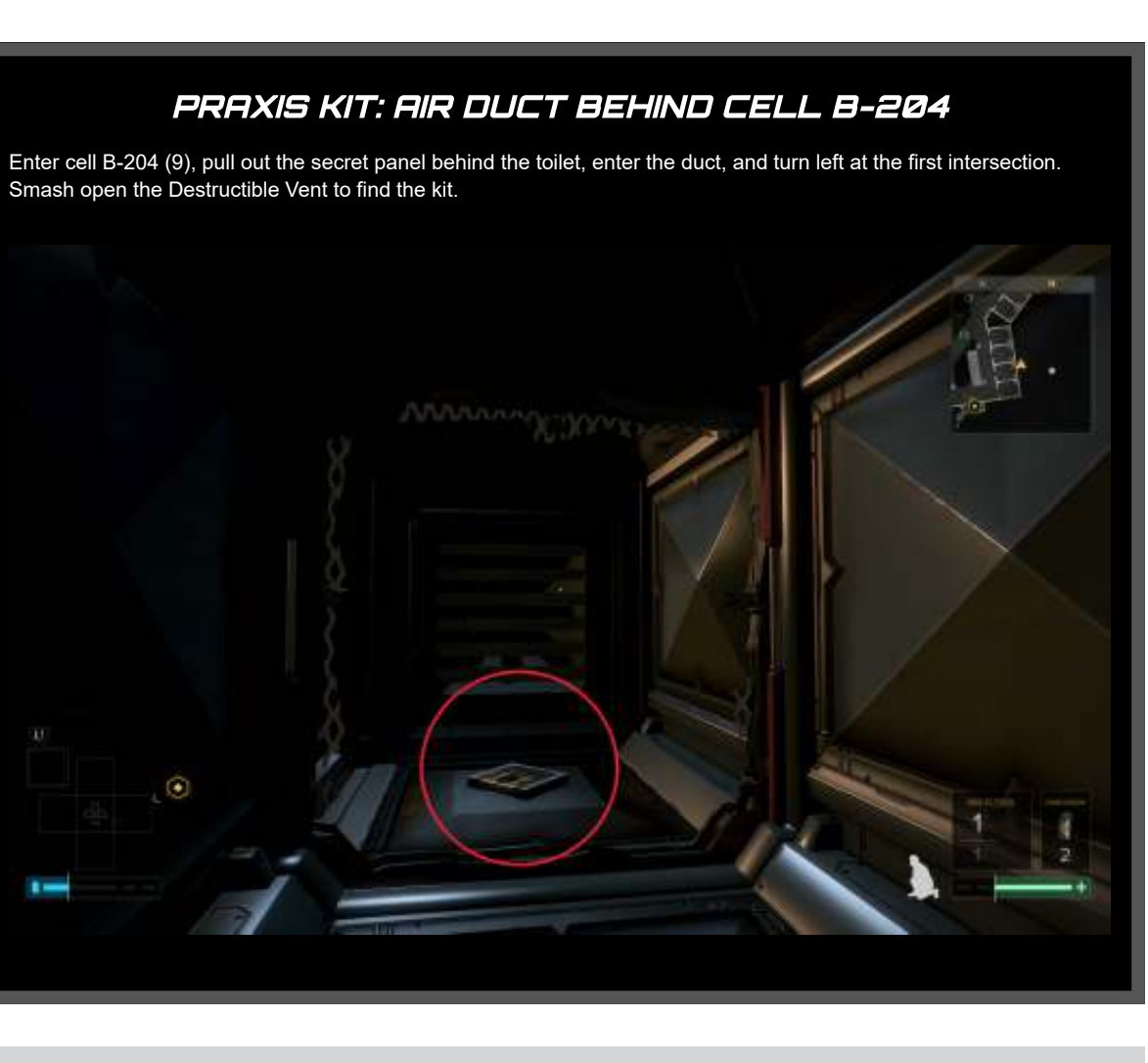


Go to cell B-204 **(9)**. A "Note from Boris" on the desk suggests that the cell's occupant has a secret way into the Storage Room, which is on Level 1 next door to the showers. Remove the secret panel behind the toilet and enter the vent. Take the first left turn, punch open the destructible vent, and grab the valuable Praxis Kit. Follow the duct passage; it ultimately leads through another destructible vent into the Supply Room **(10)** on Level 1.



PRAXIS KIT: AIR DUCT BEHIND CELL B-204

Enter cell B-204 (9), pull out the secret panel behind the toilet, enter the duct, and turn left at the first intersection. Smash open the Destructible Vent to find the kit.

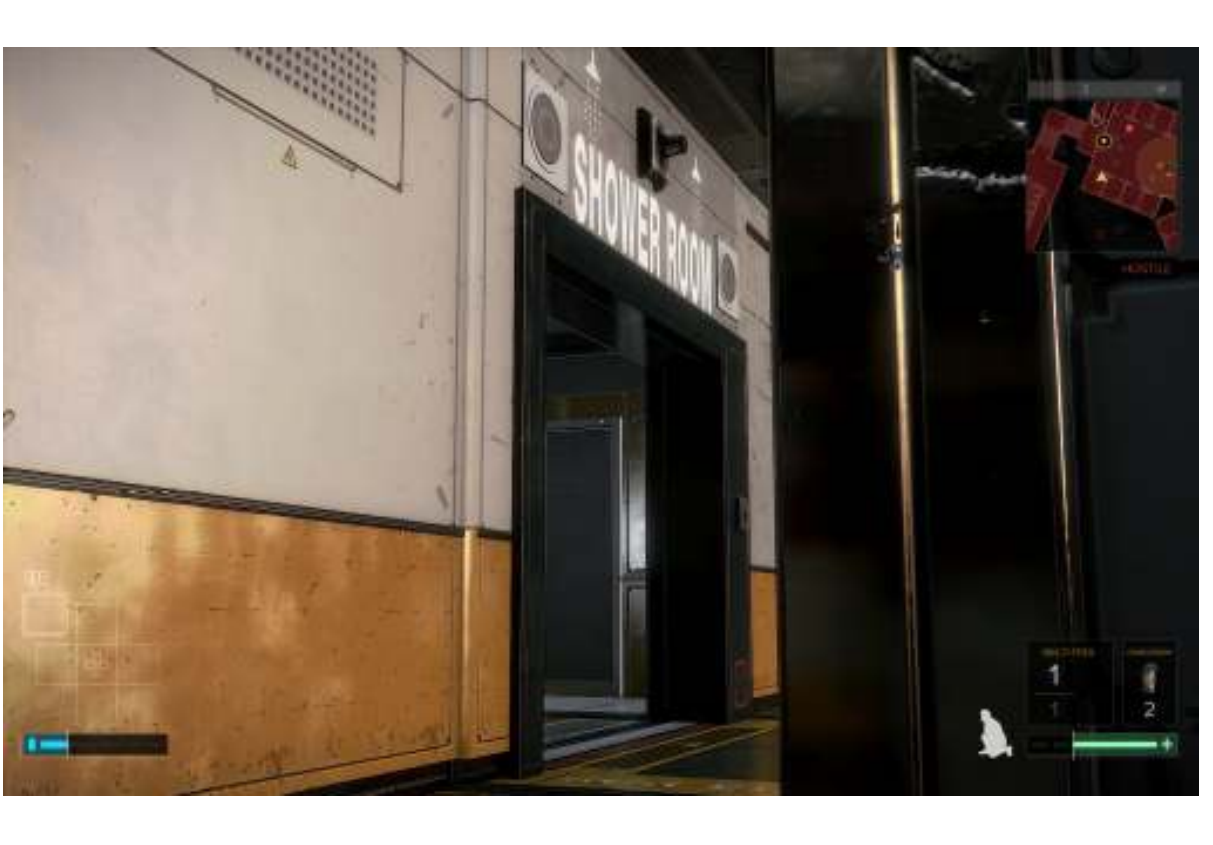


BAD ROBOTS

Consider spending your next Praxis point on Robot Domination under the Hacking Capture augmentations (assuming you already gained Turret Domination earlier). Security robots can be very nasty, so it's nice to have the ability to disable them.

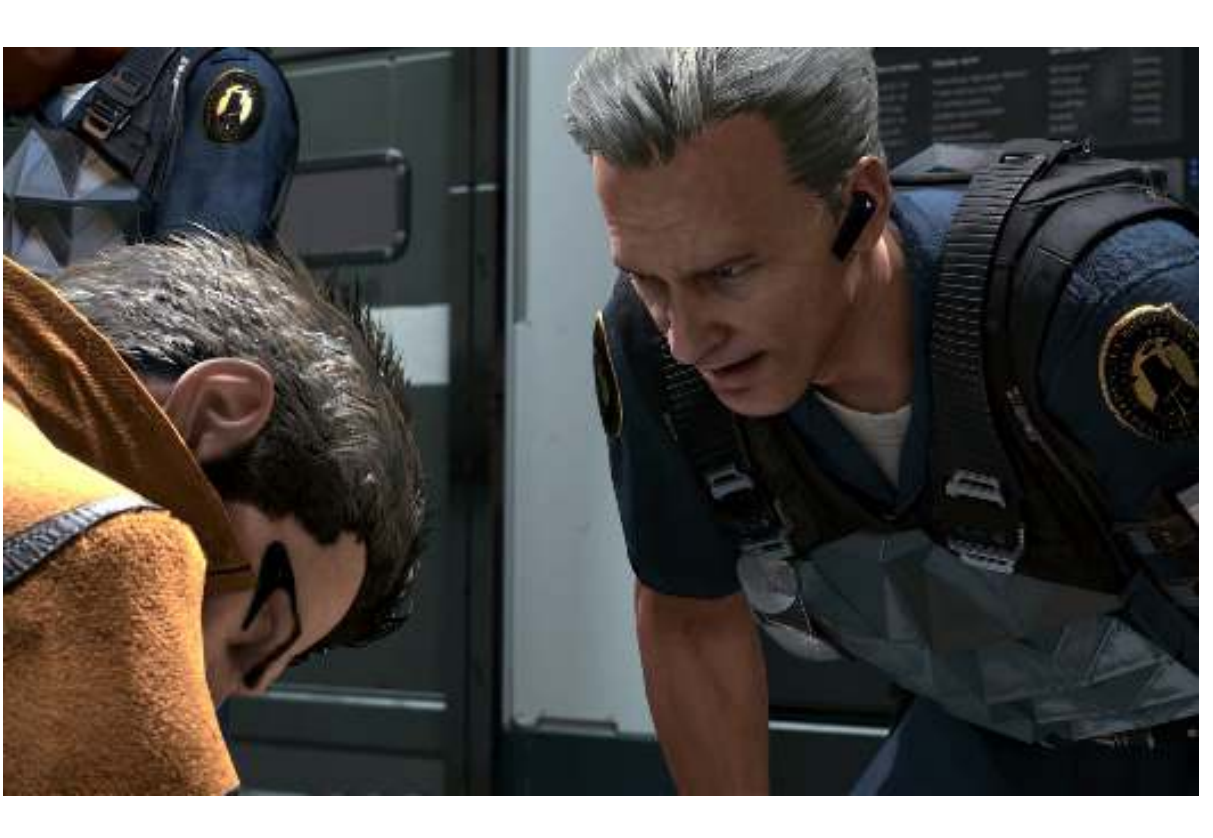
ENTER THE SHOWER ROOM

If you disabled the cameras/turrets and opened the Shower Room entry doors while you were in the B-Block Security Office, this next step is simple: just open the Supply Room door (the turret outside is now disabled), rush through the open Shower Room doorway, and head downstairs **(11)**. If the turret is still active, you can disable it with a gunshot of EMP Ammo before making your move.



Guards may spot you, but ignore them and just hurry downstairs. Open the doors at the bottom to trigger a cutscene: Jensen finds Agent Guerrero, who is less than thrilled with the reason for the visit. Pick up info on the Junkyard gang, Guerrero's infiltration target, a dangerous group of black marketers. Guerrero claims he's onto something big.

Suddenly, the meeting is cut short. Stenger and his goons interrupt and Agent Jensen ends up in the Block B Security Office on Level 3, where he is the beneficiary of what is clearly a case of mistaken identity. In the process, Guerrero is arrested. Soon the connections become clearer. But now Stenger has a riot on his hands. The augs, led by Flossy, have taken control of the Administration Building.

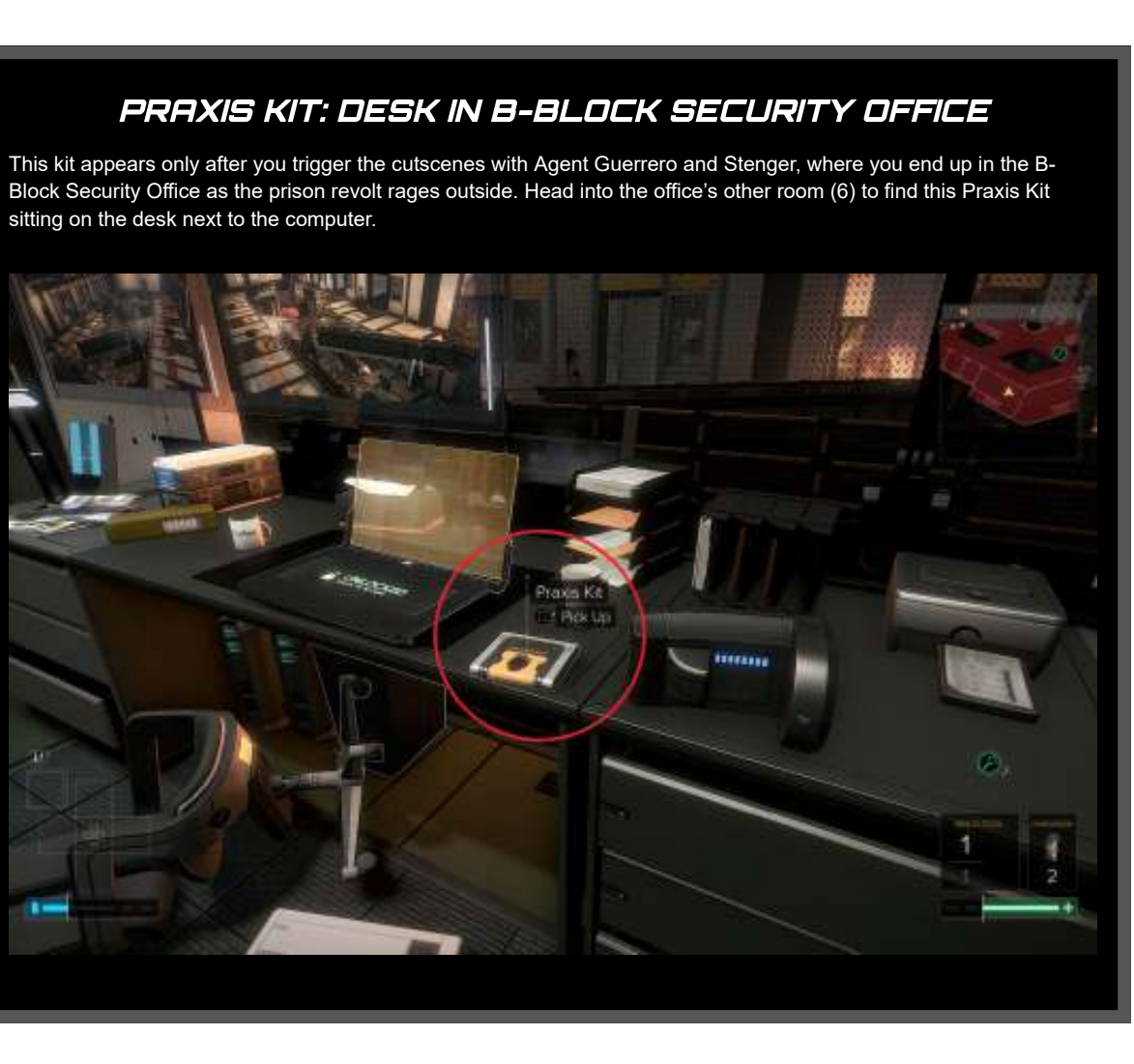


ENTER SOLITARY CONFINEMENT

After the long series of cutscenes, you end up in the B-Block Security Office **(5)**. Your next overall goal is to reach Agent Guerrero, who (since his arrest) is being held for execution in the tower's Solitary Confinement area. Before you exit the Security Office, check out the other room **(6)**. A lovely Praxis Kit sits on the desk.

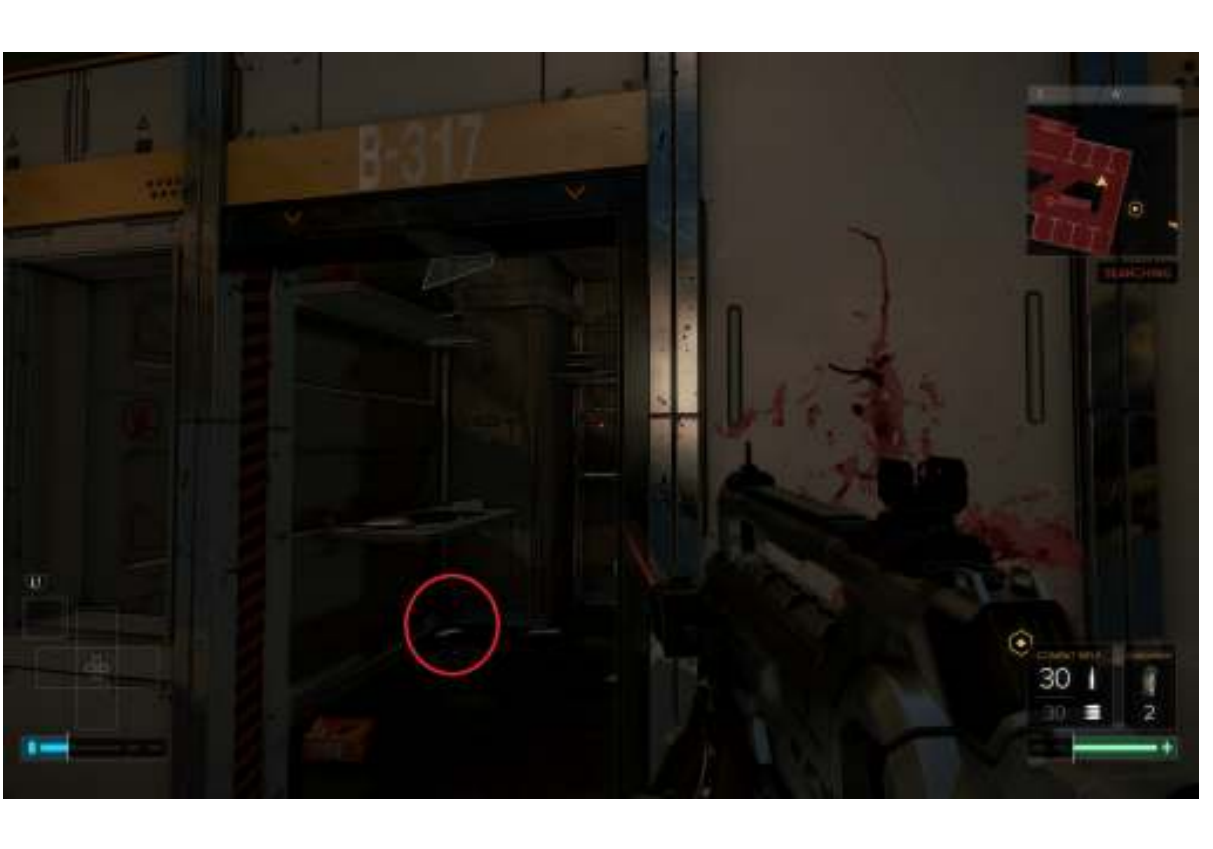
PRAXIS KIT: DESK IN B-BLOCK SECURITY OFFICE

This kit appears only after you trigger the cutscenes with Agent Guerrero and Stenger, where you end up in the B-Block Security Office as the prison revolt rages outside. Head into the office's other room (6) to find this Praxis Kit sitting on the desk next to the computer.



FIND THE B-BLOCK SECURITY HUB PASSWORD (IF NECESSARY)

In this walkthrough, we directed you earlier to use a Multi-Tool to hack the Block B Protocol terminal. But if for some reason you didn't do so, you can find the system's password now. Exit the Security Office and head down the corridor to cell B-317 **(12)**. Find the Pocket Secretary (circled in our shot) under the desk and open the entry to see the password you seek is **SUNGLASSES**.



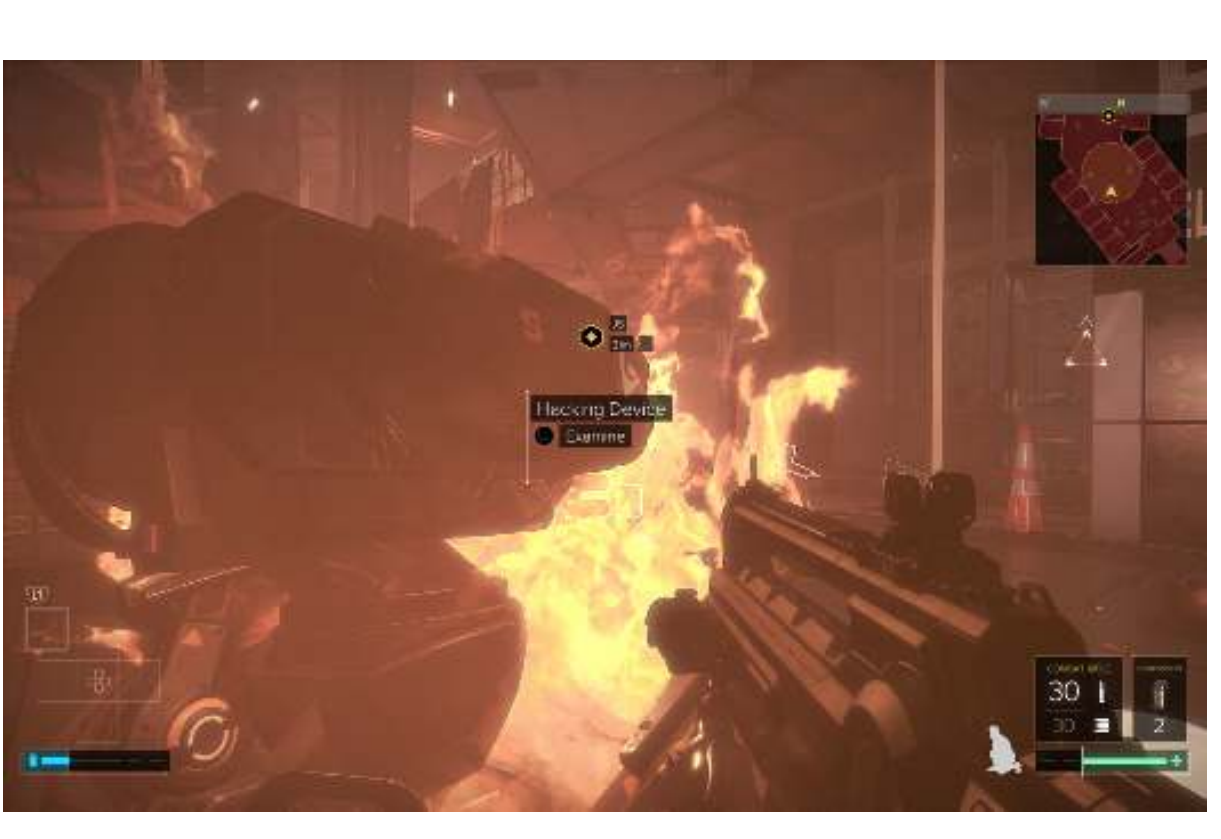
Now you can return to the Security Office and enter the password into the Block B Protocol security terminal **(5)** and turn off all the security devices in B-Block. This makes your progress through the Cell Block complex much easier.

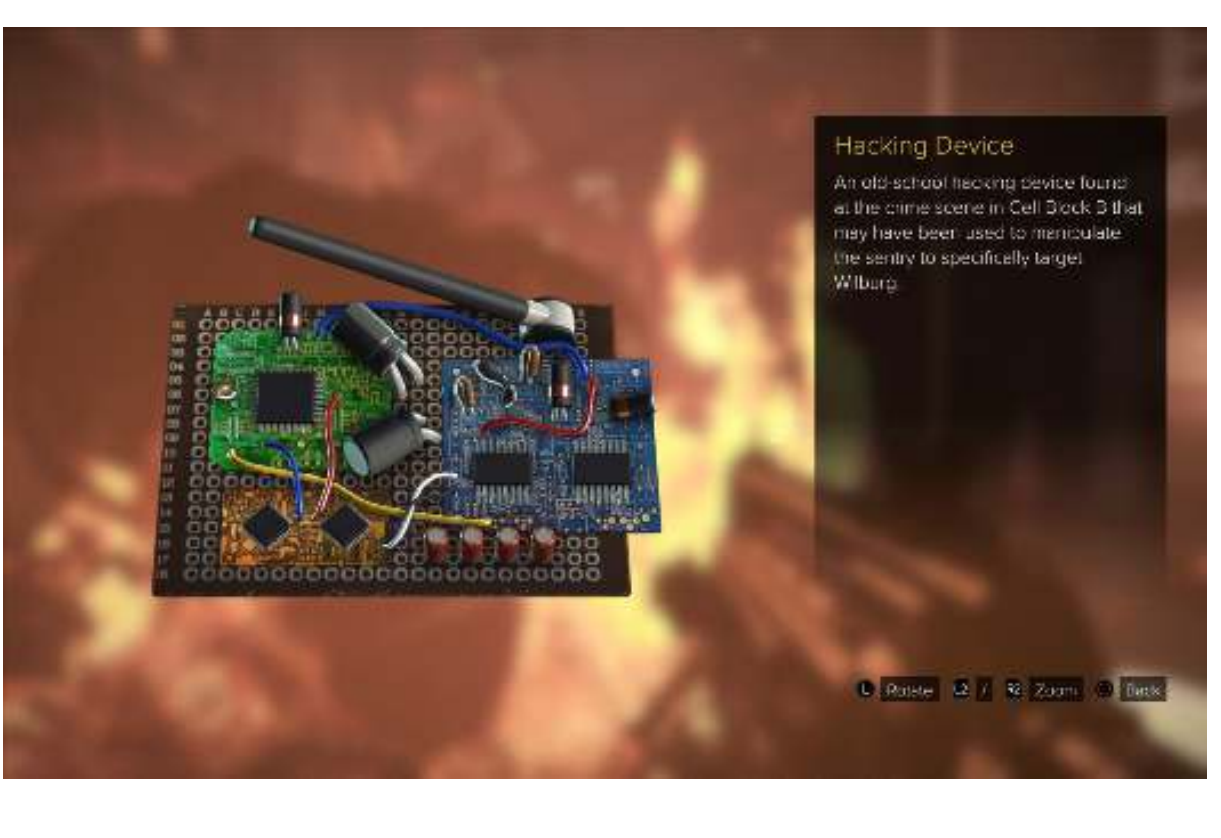
LOOT THE BODIES

Search all of the fallen guards and inmates in the Cell Block areas. You can find lots of ammo and other valuable items, including Biocells and one Praxis Kit.

POINT OF INTEREST: THE DEATH OF WILBURG

Before you leave the building for good, clear up one other "point of interest" mystery. Head downstairs (watch out for guards!) to Level 1 and approach the flaming sentry bot **(13)** in the marked investigation area across from Wilburg's old cell, A-108. Examine the robot to find the Hacking Device and remove it. This completes your POI investigation on the death of Wilburg.



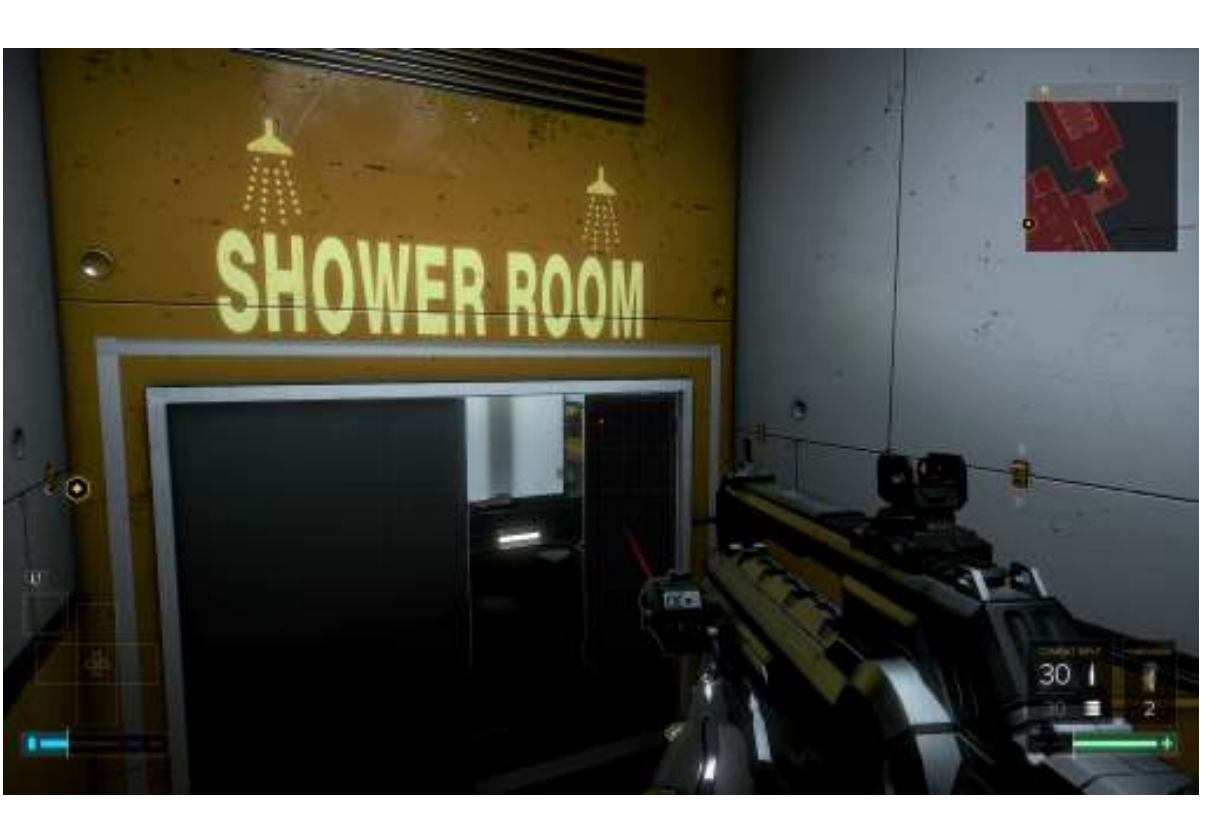


Hacking Device

An old-school hacking device found at the crime scene in Cell Block B that may have been used to manipulate the sentry to specifically target Wilburg.

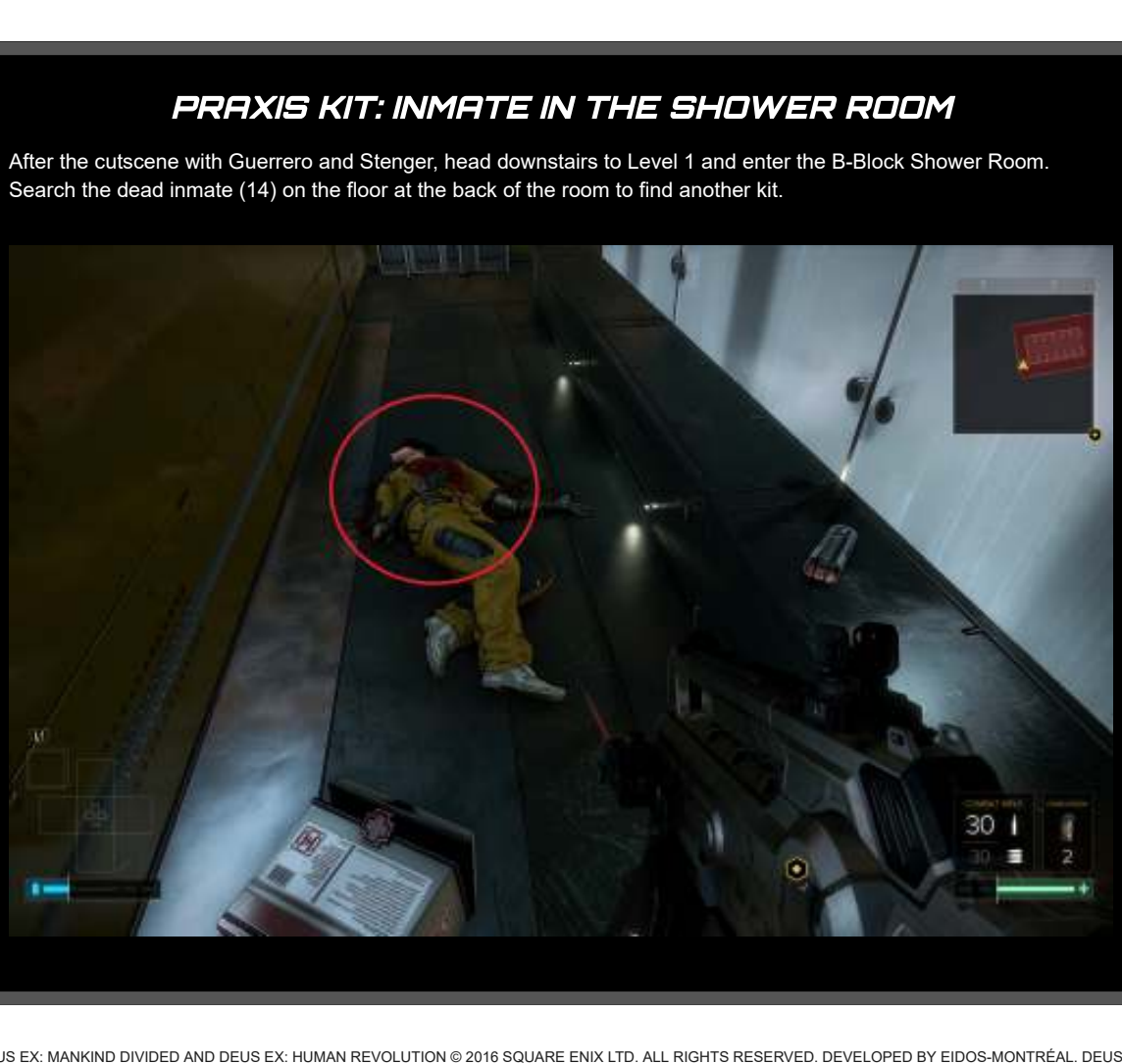
EXPLORE LEVEL 1 (PRAXIS KIT)

While you're on Level 1, explore a bit to loot bodies and find items. Enter cell B-116 to find a "Shower Duty Reminder" note to Oscar Mejia on the desk (this was Mejia's cell). Go back into the B-Block Shower Room to find a Praxis Kit on a fallen prisoner **(14)**. Don't miss the Biocell on the nearby bench as well.



PRAXIS KIT: INMATE IN THE SHOWER ROOM

After the cutscene with Guerrero and Stenger, head downstairs to Level 1 and enter the B-Block Shower Room. Search the dead inmate (14) on the floor at the back of the room to find another kit.



DEUS EX MANKIND DIVIDED™

A Criminal Past DLC

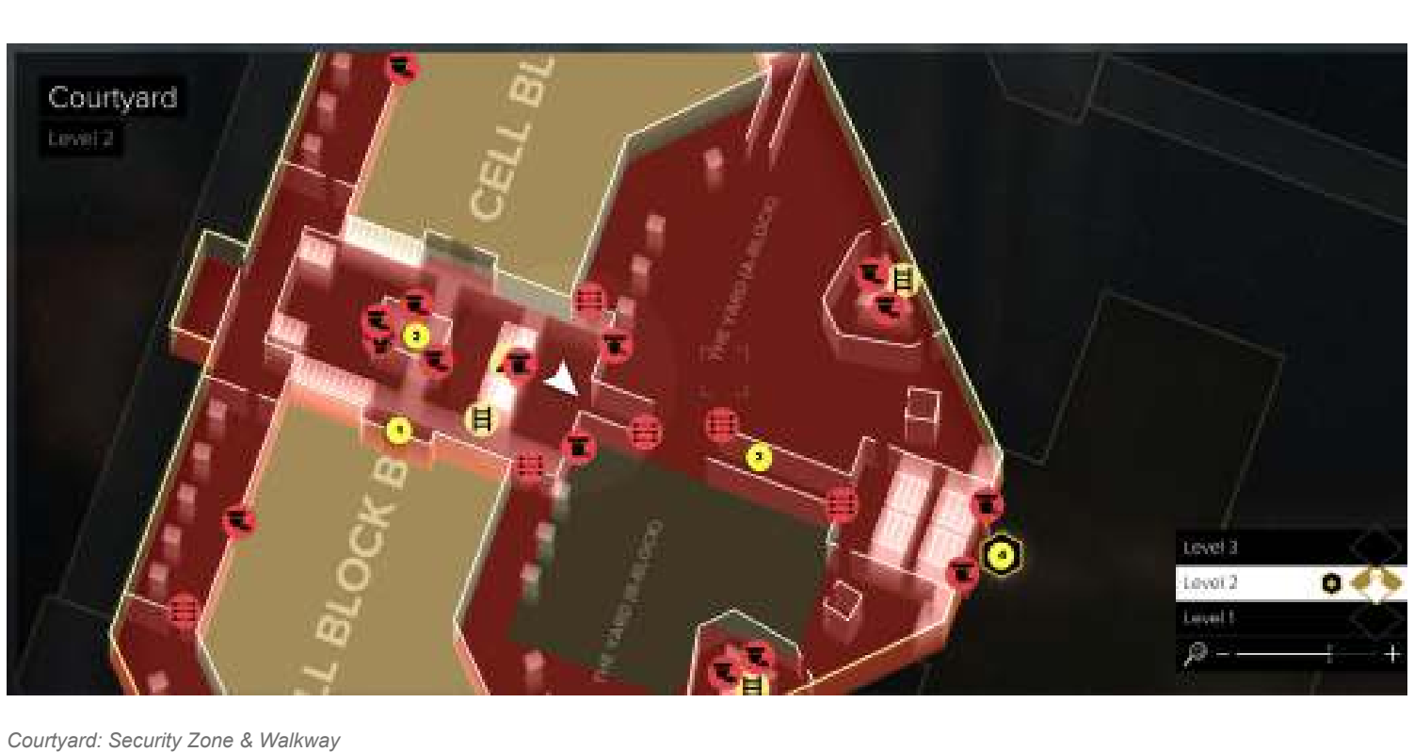
Get to Solitary Confinement

OBJECTIVES

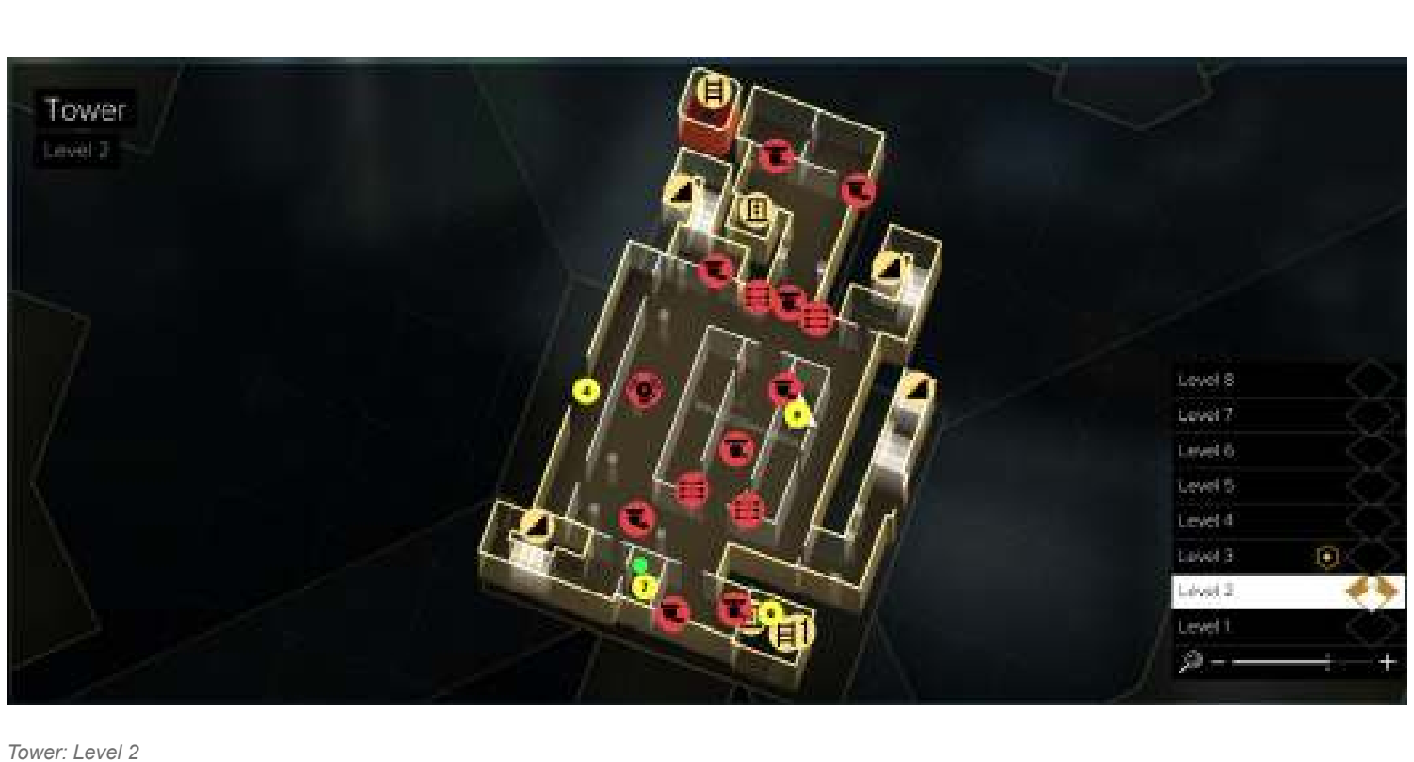
Optional: Visit the Fixer in the Infirmary

Enter Solitary Confinement

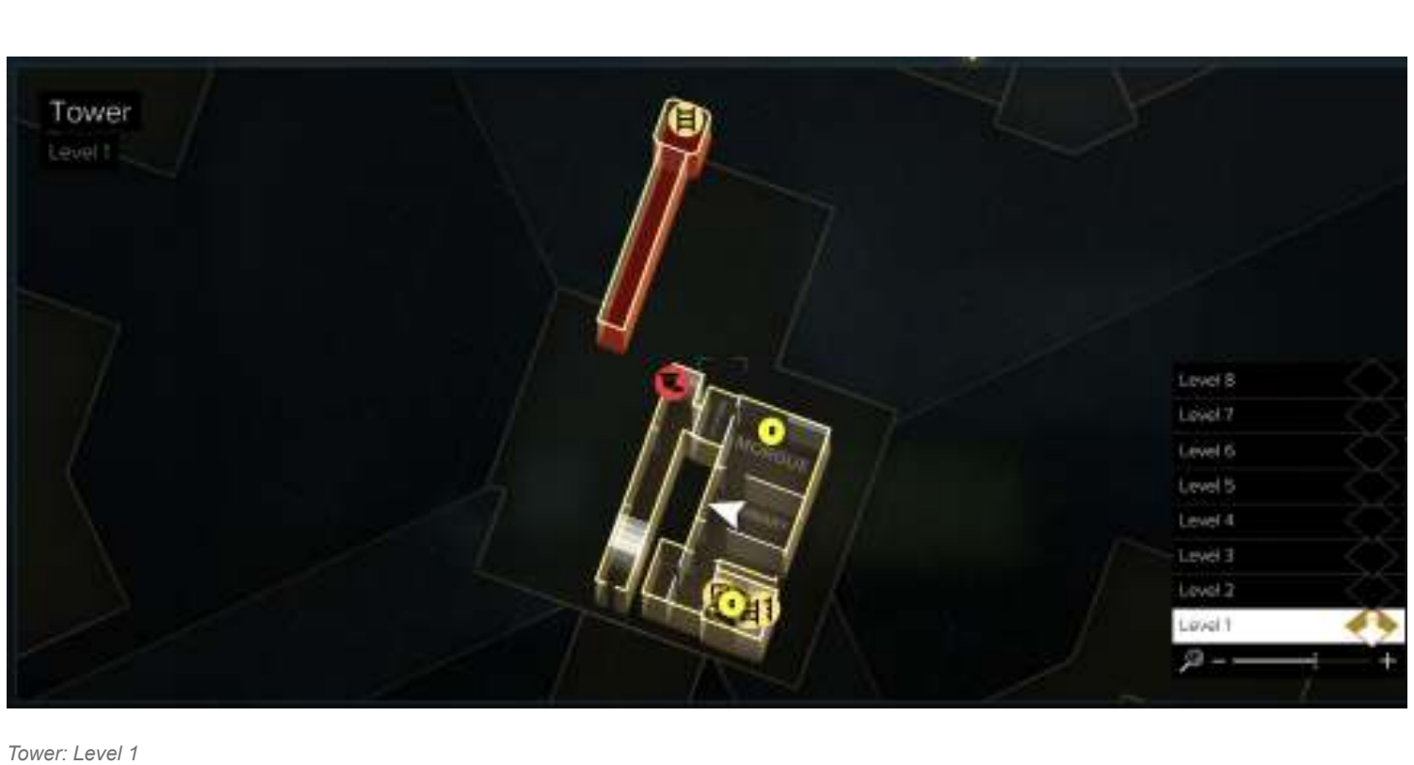
OVERVIEW


Courtyard
Level 2
CELL BL
CELL BLOCK B
Level 3
Level 2
Level 1

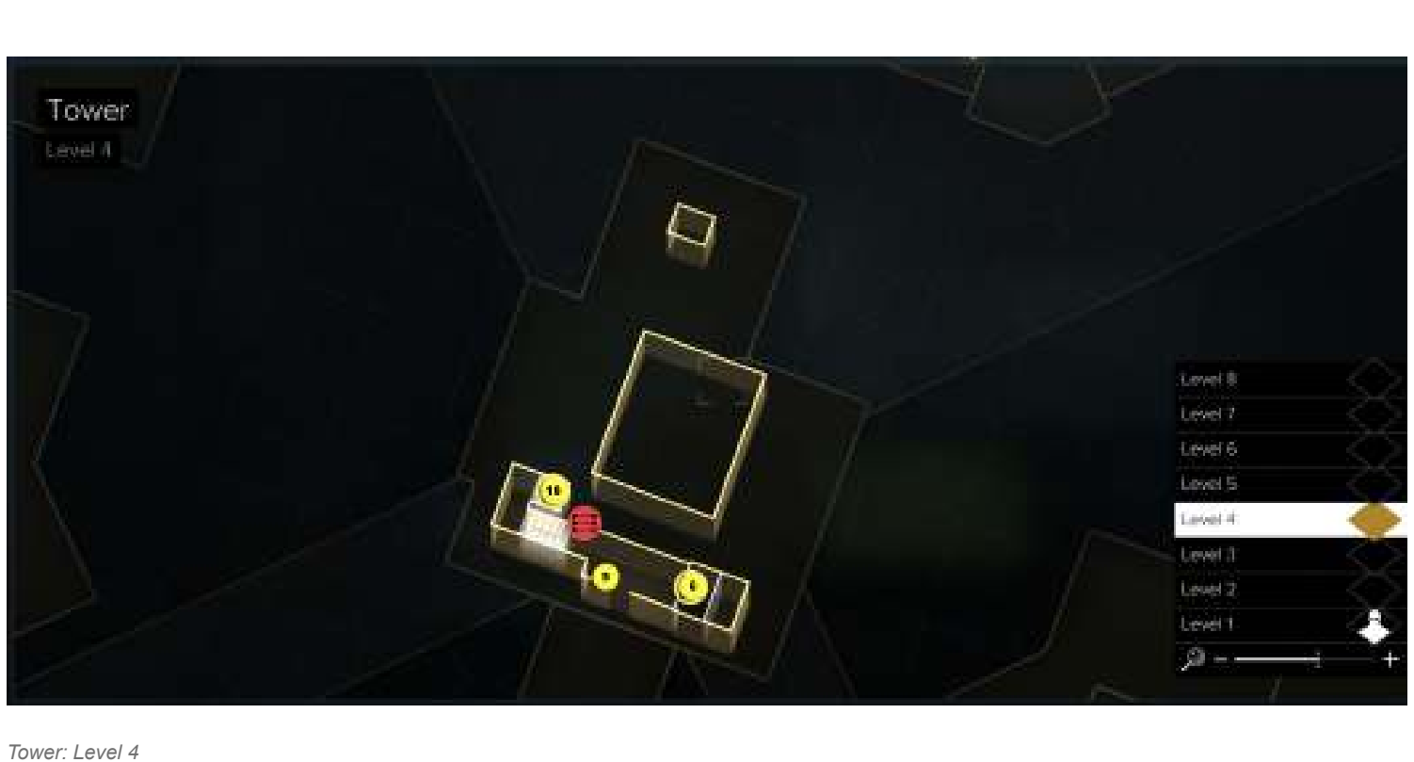
Courtyard: Security Zone & Walkway


Tower
Level 2
Level 8
Level 7
Level 6
Level 5
Level 4
Level 3
Level 2
Level 1

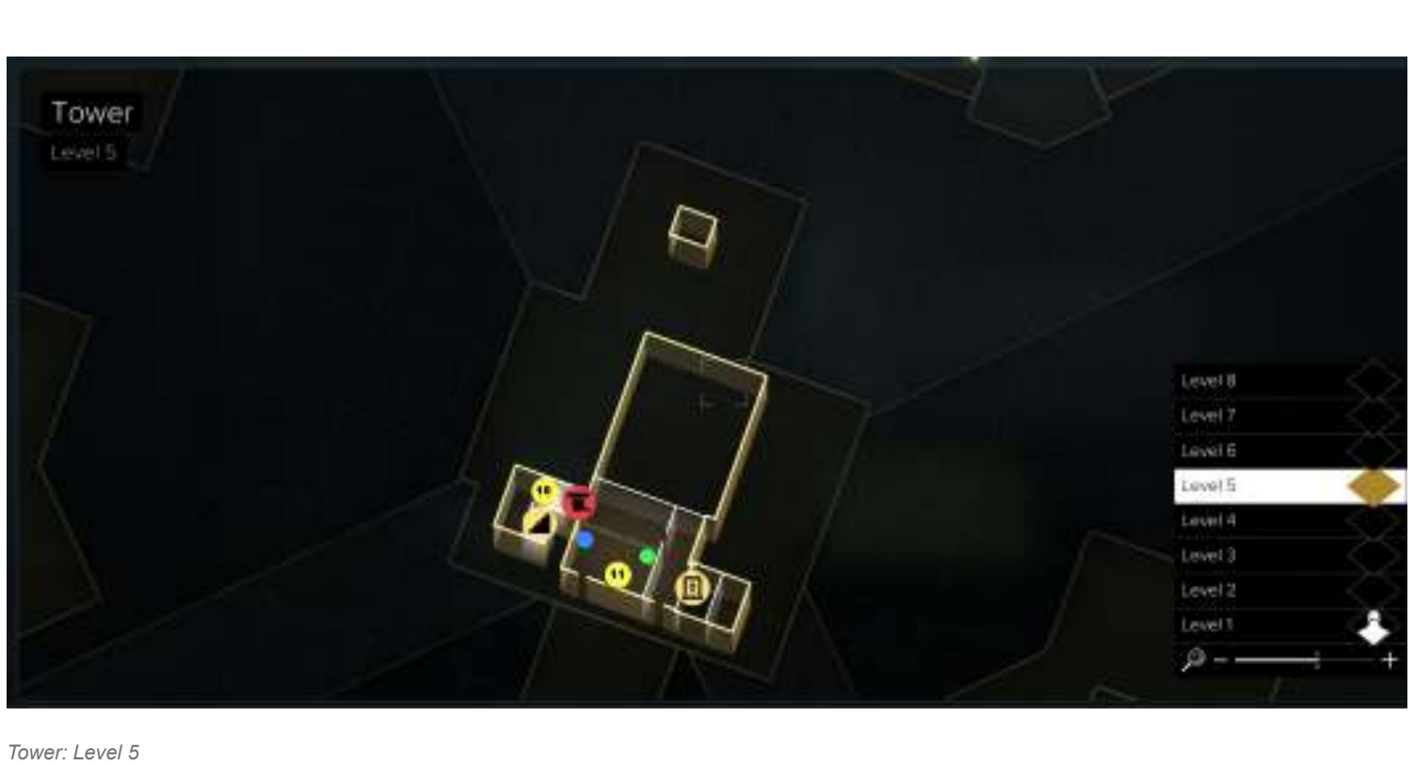
Tower: Level 2


Tower
Level 1
MORGUE
Level 8
Level 7
Level 6
Level 5
Level 4
Level 3
Level 2
Level 1

Tower: Level 1


Tower
Level 4
Level 8
Level 7
Level 6
Level 5
Level 4
Level 3
Level 2
Level 1

Tower: Level 4


Tower
Level 5
Level 8
Level 7
Level 6
Level 5
Level 4
Level 3
Level 2
Level 1

Tower: Level 5

MAP LEGEND

1: Security Zone entry

2: Block Corridor Security Office

3: Walkway to tower

4: Tower lobby

5: Processing Security Office

6: East Wing Elevator

7: Security room

8: Morgue

9: Pocket Secretary (password)

10: Stairs to Automated Security

11: Automated Security terminal

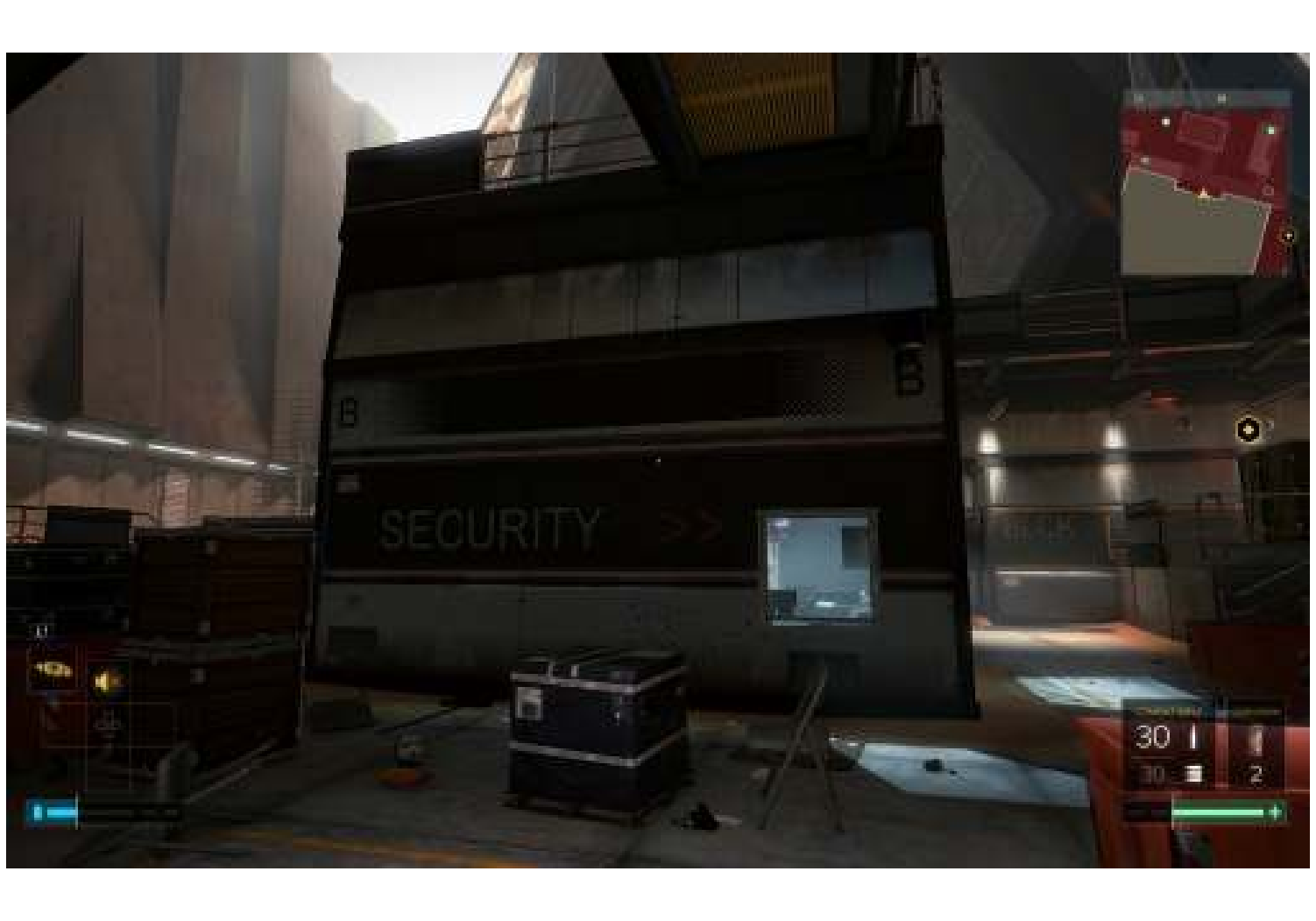
[BLUE CIRCLE] = eBook

[GREEN CIRCLE] = Praxis Kit

GET INTO THE EAST WING

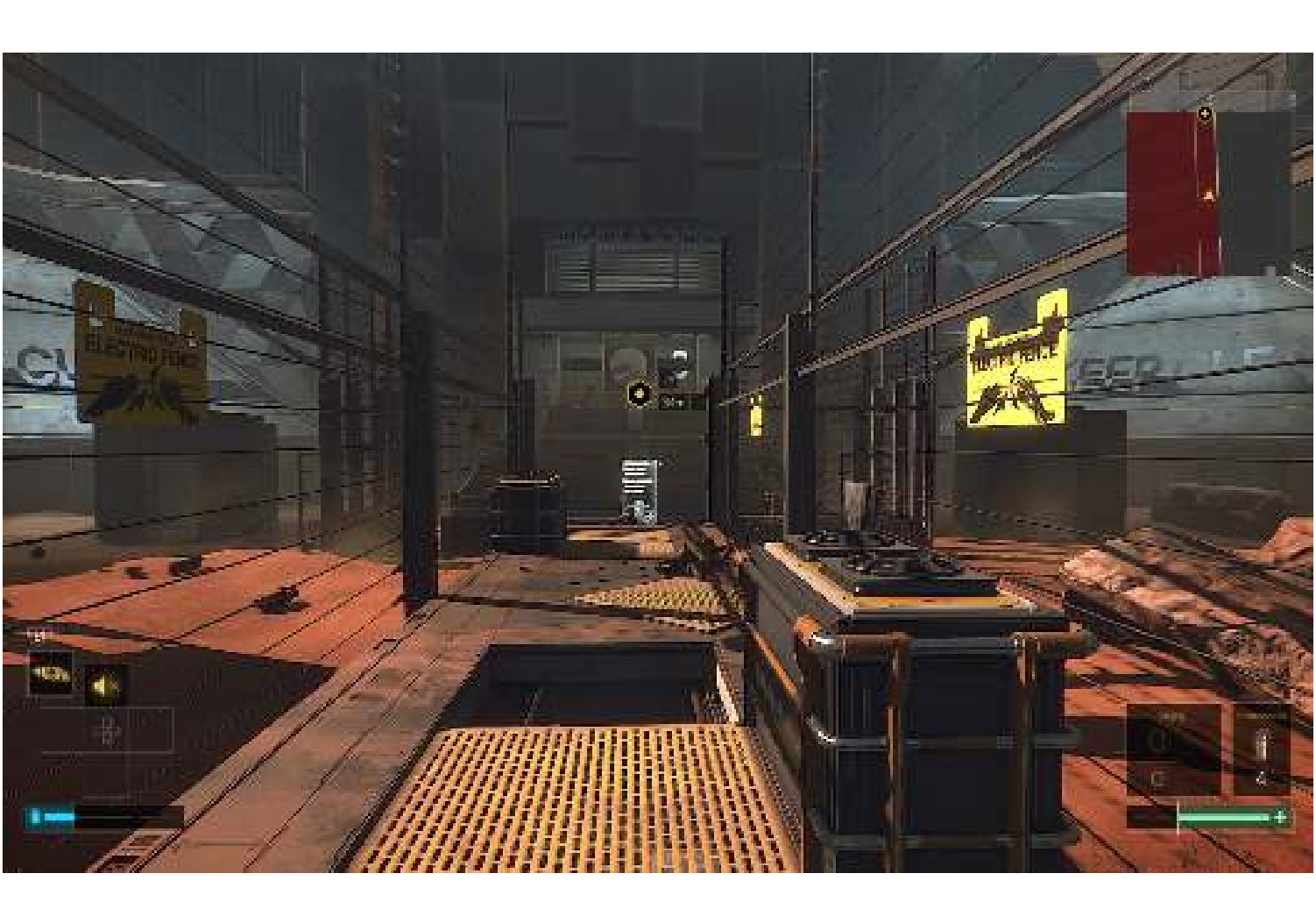
Your next goals are to reach the Infirmary/Morgue and Solitary Confinement, two areas located in the East Wing of the Tower across from the Cell Block building. If you gave the Altered Biocell to Red Shoes earlier, large sections of the prison are under inmate control. This makes transit through the next few areas easier, but we'll stop in security hubs on the way to shut down the automated surveillance and defense systems.

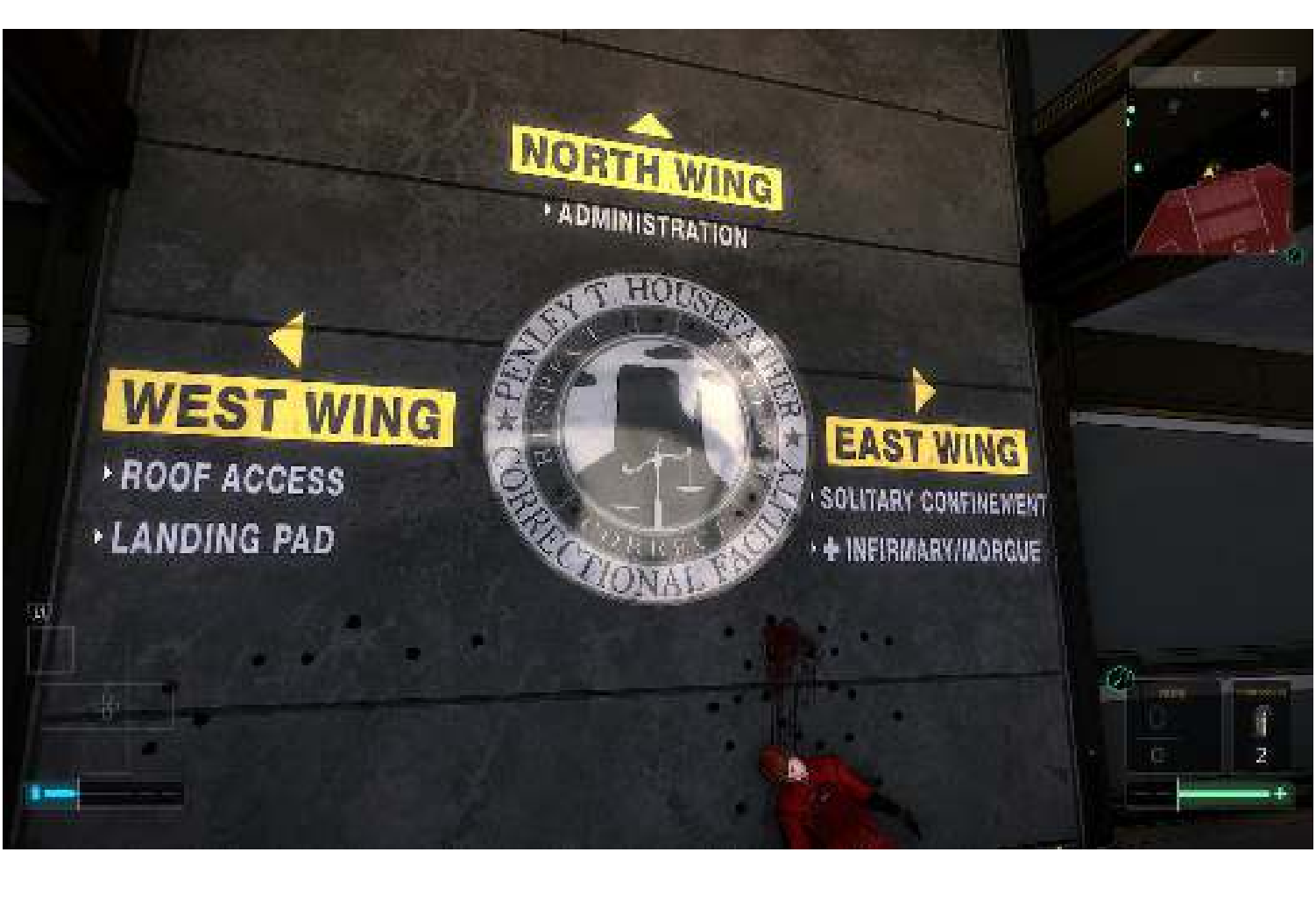
Head upstairs to Level 2 of Cell Block B and approach the Security Zone door **(1)** at the top of the stairs. Your keycard unlocks the doors that lead into the central courtyard area. A surveillance camera faces you from the Block Corridor Security office **(2)** in the center of the courtyard. Shoot it out. (Don't worry if you set off the alarms; fellow inmates will swarm in and help you shoot out the cameras.) Next, veer left to the office door.



Hack the Block Corridor Security terminal with a Multi-Tool (or do it manually with hacking software) and then turn off every security apparatus. (Many are already disabled by the inmates' gunfire.) You can pick up a Pocket Secretary on the desk; this item lists the full registry for Cell Block B inmates. Don't forget to loot the office and exit.

Go upstairs and use the walkway **(3)** to cross to the Tower; if you disabled yard security earlier (as in this walkthrough), you can walk through the laser grids but watch out for the open floor hatch along the way. (Here you can also take time for the grim task of looting all the corpses in the A and B yards, if you want.) At the far end, climb the stairs to the entry foyer **(4)** of the Tower.



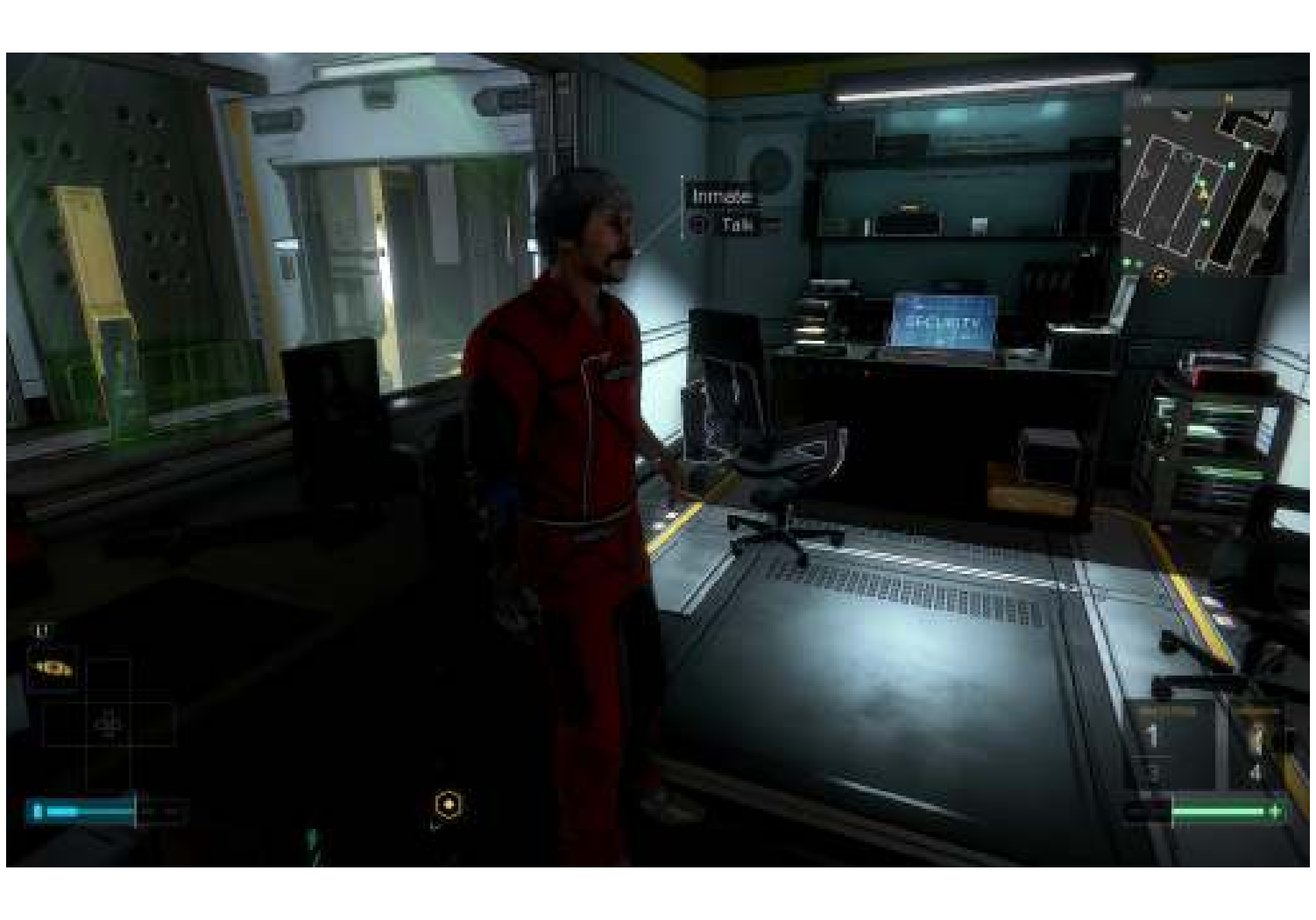

NORTH WING
ADMINISTRATION
WEST WING
ROOF ACCESS
LANDING PAD
PENLEY T. HOUSEFATHER
CORRECTIONAL FACILITY
EAST WING
SOLITARY CONFINEMENT
INFIRMARY/MORGUE

THE DEAD DON'T NEED THEIR STUFF

Have no qualms–loot every fallen body you find! Several inmates carry Biocells, Multi-Tools, Neuropozyne and other useful items.

FIND SOME EVIDENCE IN PROCESSING

Enter the Processing Area enclosure; the inmates have it well under control. Inside the security office **(5)**, find the Pocket Secretary in a drawer (possibly behind an inmate leaning on it) and read the entry entitled"Schedule Change." Mejia (Guerrero) changed his work schedule to clean on the B-Block communal floor during the hours that Ian Wilburg was killed.


Inmate
Talk
SECURITY

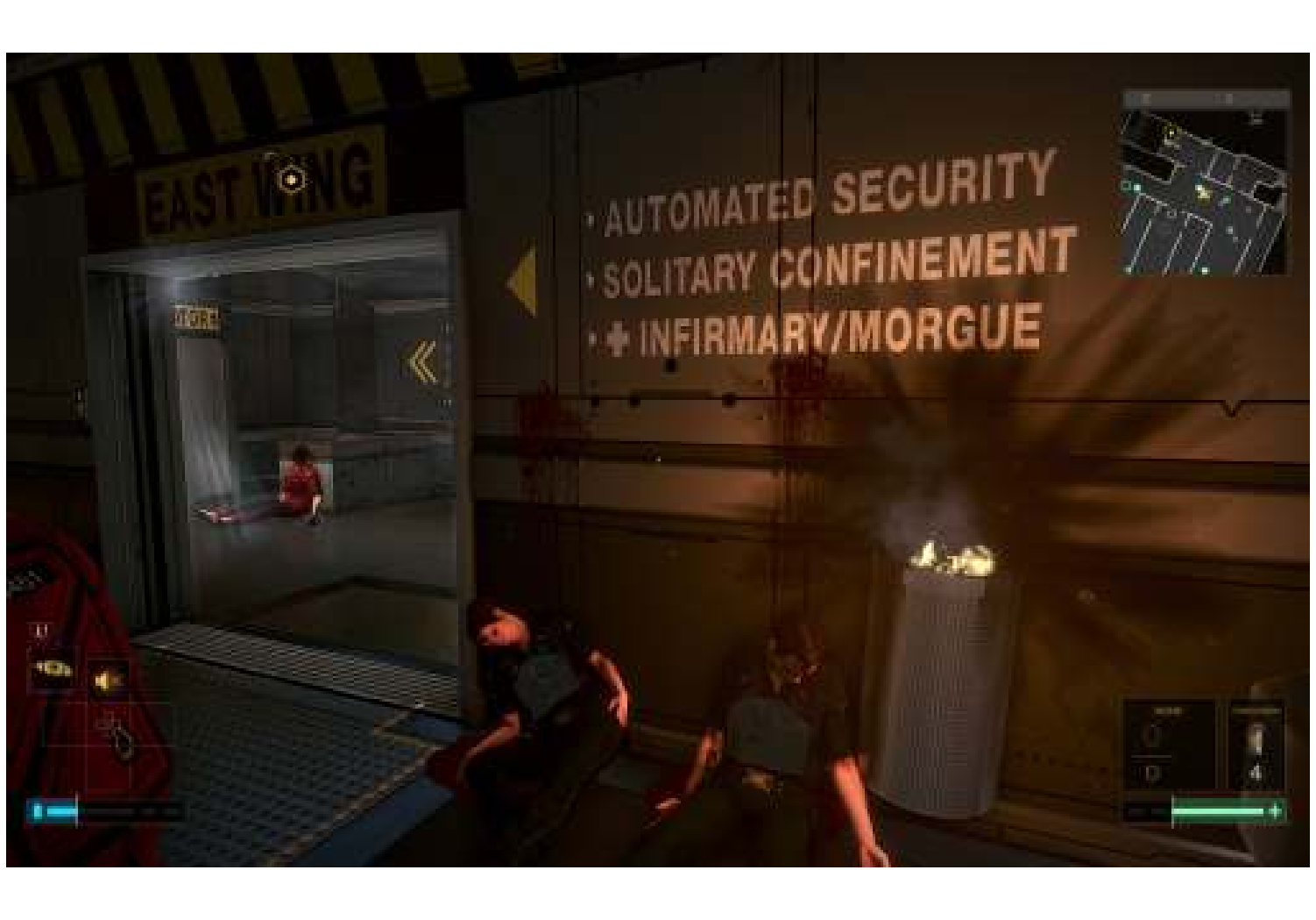
This revelation triggers a short exchange between Dr. Auzenne and Jensen, who admits that the change looked suspicious. Hack the nearby Processing Security terminal and shut down all of the security cameras and robotic systems.

WEST WING EBOOK

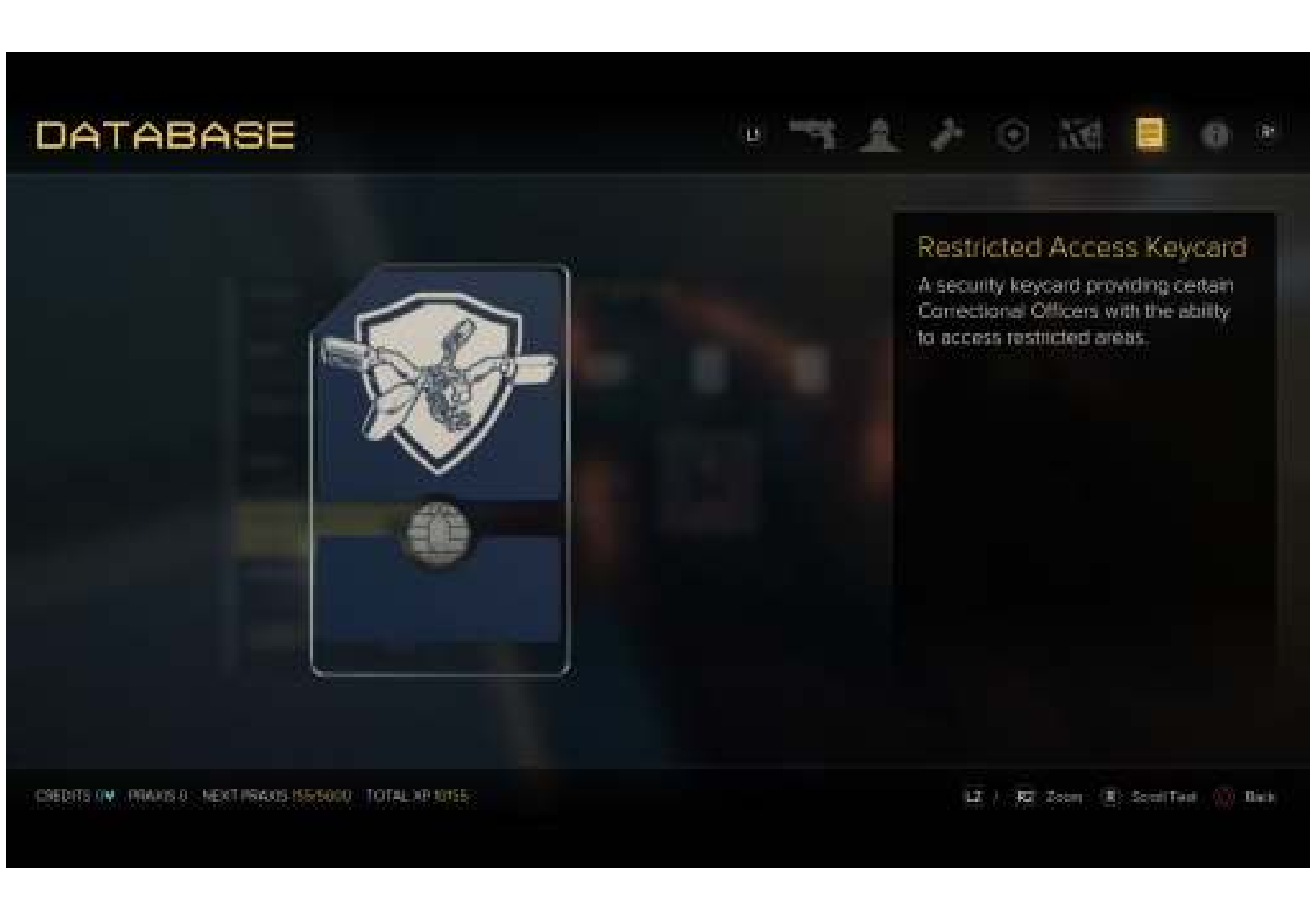
There's an eBook in the security room next to the West Wing Elevator, but we'll pick it up later in this walkthrough.

FIND THE EAST WING ELEVATOR

Again, the East Wing holds the areas you want to visit first. However, if you try to use the East Wing Elevator on Level 2 **(6),** you'll discover that its foyer is not only guarded by a nasty turret and booby-trapped with a pair of toxic gas mines, but the shaft door is jammed and the elevator can't be called.


EAST WING
AUTOMATED SECURITY
SOLITARY CONFINEMENT
INFIRMARY/MORGUE

First, use the side door to reach the Solitary Corridor Security room **(7)** that overlooks the elevator foyer. Hack the keypad to unlock the room's door; hustle inside and duck to the left side of the window so the turret doesn't spot you, then toggle the EG Switch to cut off the turret's view. Now hack the terminal to turn off the turret. You also find a Praxis Kit stashed in one of the room's lockers. (Also note that one of the fallen guards near the doorway carries a valuable Restricted Access Keycard.)

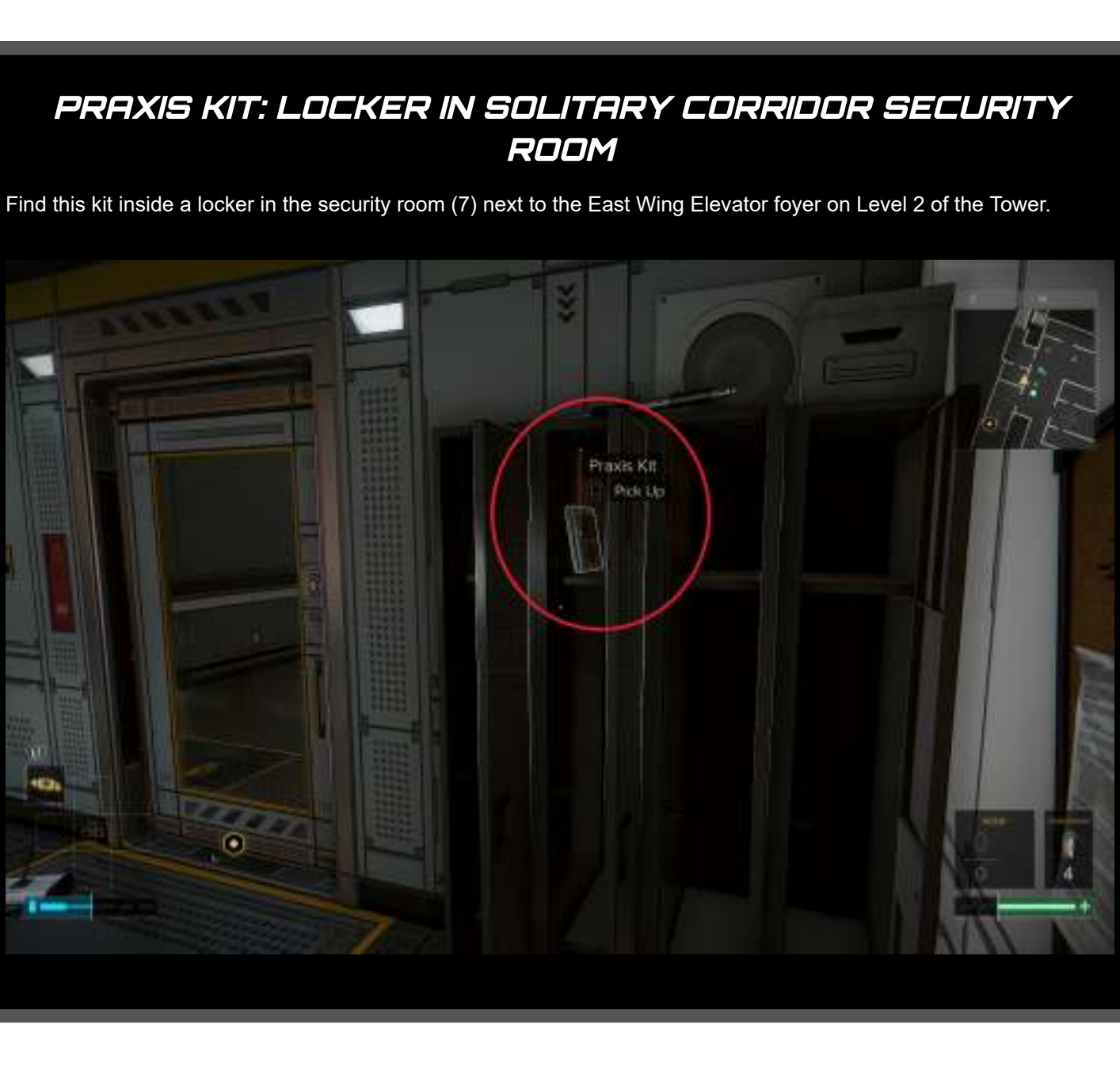


Restricted Access Keycard

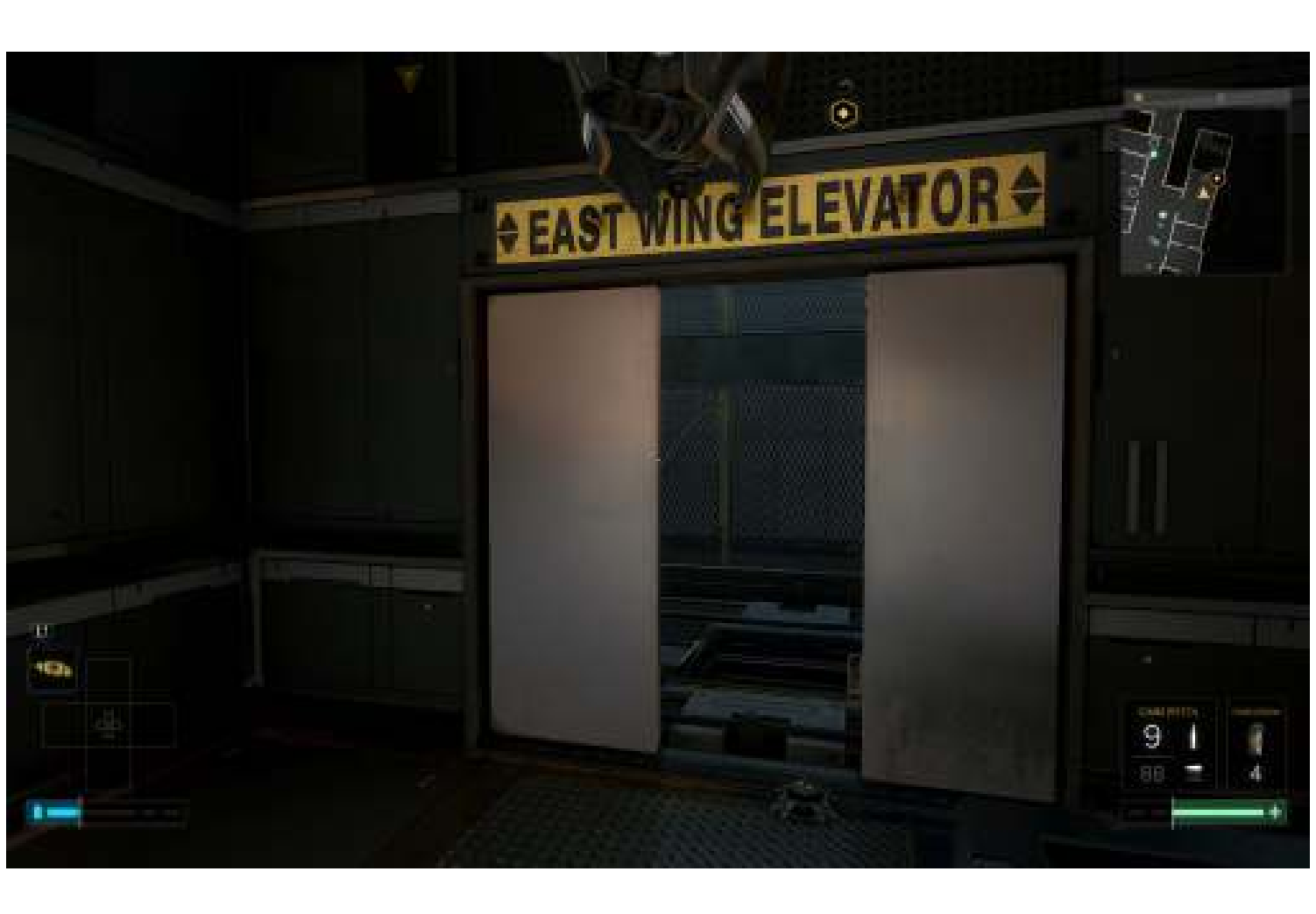
A security keycard providing certain Correctional Officers with the ability to access restricted areas.

PRAXIS KIT: LOCKER IN SOLITARY CORRIDOR SECURITY ROOM

Find this kit inside a locker in the security room (7) next to the East Wing Elevator foyer on Level 2 of the Tower.


Praxis Kit
Pick Up

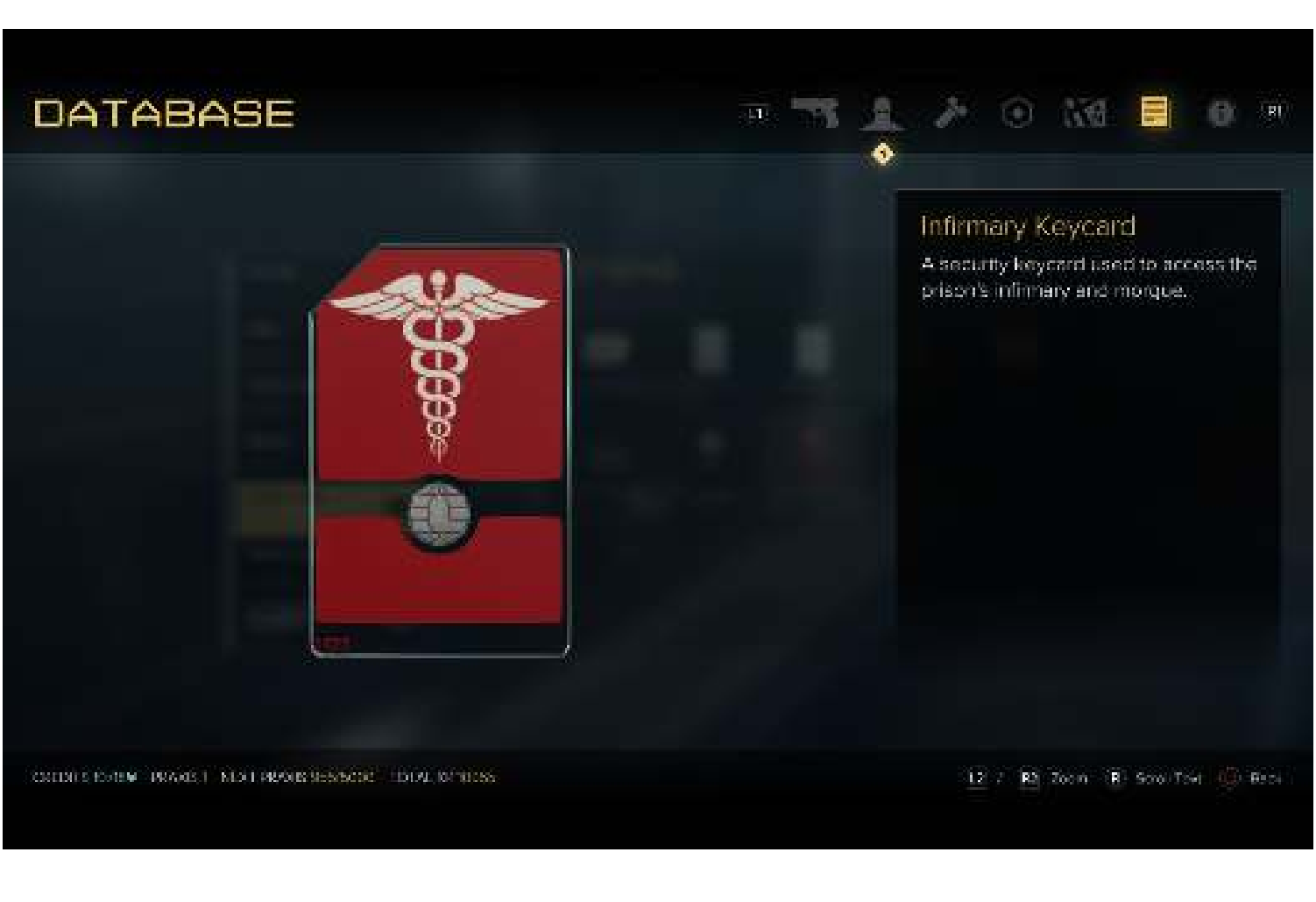
To avoid damage from the mines, enter the elevator foyer and back out quickly when the first gas mine detonates. Wait until the gas dissipates, then return to the doorway and shoot the second mine, which is on the floor near the elevator doors. After that gas dissipates, enter the shaft, open the floor hatch, and drop down into the elevator car below.


EAST WING ELEVATOR

OPTIONAL: VISIT THE FIXER IN THE INFIRMARY

Your General Access Keycard activates the elevator panel, which shows that your current floor is the correct one; select”Infirmary & Morgue” on the panel to open the doors. Go through both sets of Infirmary/Morgue doors to trigger a scene: Jensen meets The Fixer again. Ask him all questions. When he offers another pill, you can refuse it if you want–it won't change your state at all if (as in this walkthrough) you already took The Fixer's first pill.

After the conversation, you can"talk" to Teddy sitting on the desk to buy or sell items. We suggest you sell off all your Neuropozyne for a big influx of cash, then buy Biocells. (You can even purchase a Praxis Kit, but it costs 20,000.) Pick up the Infirmary Keycard from the small rolling table near the Infirmary's window.

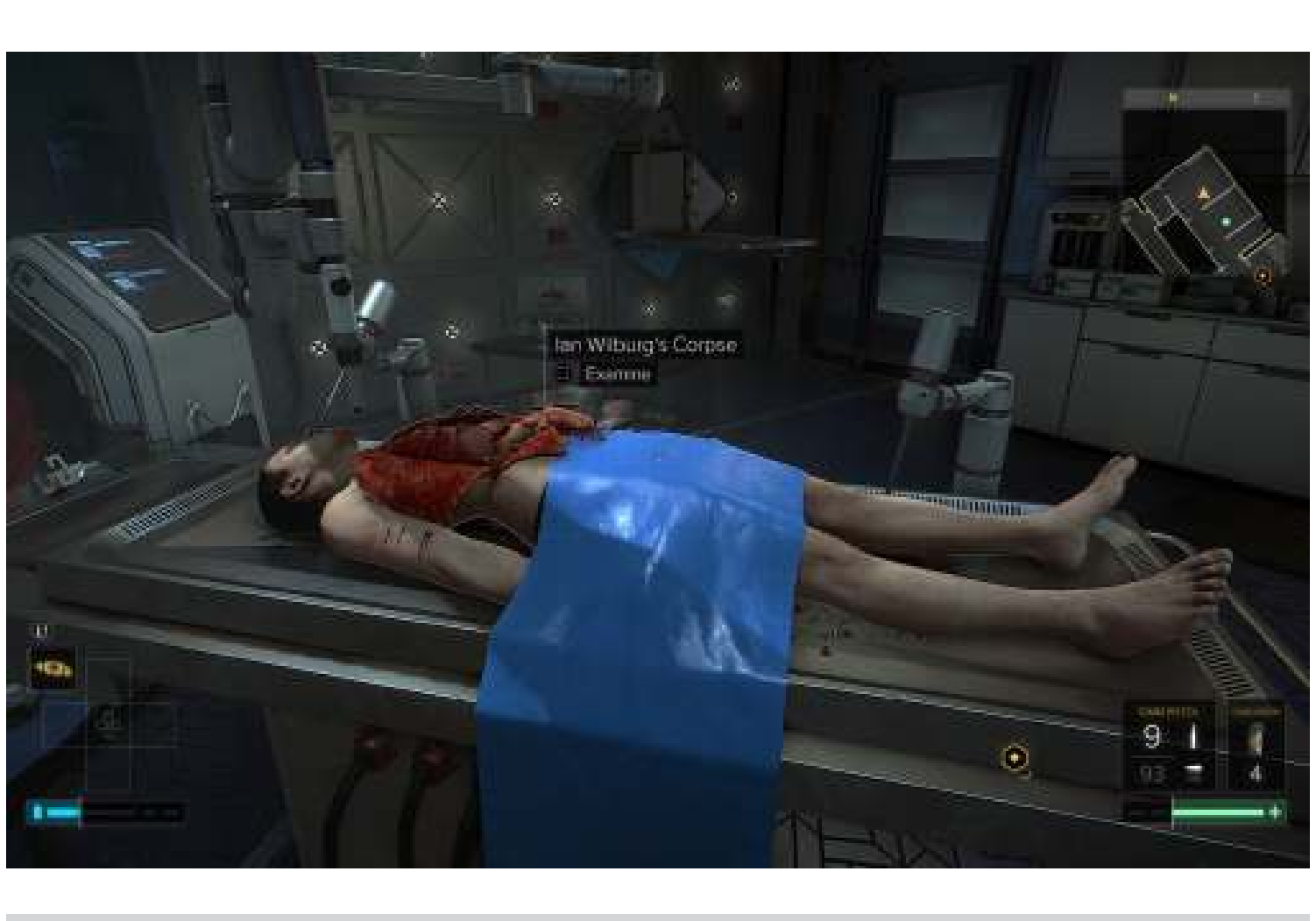


Infirmary Keycard

A security keycard used to access the prison's infirmary and morgue.

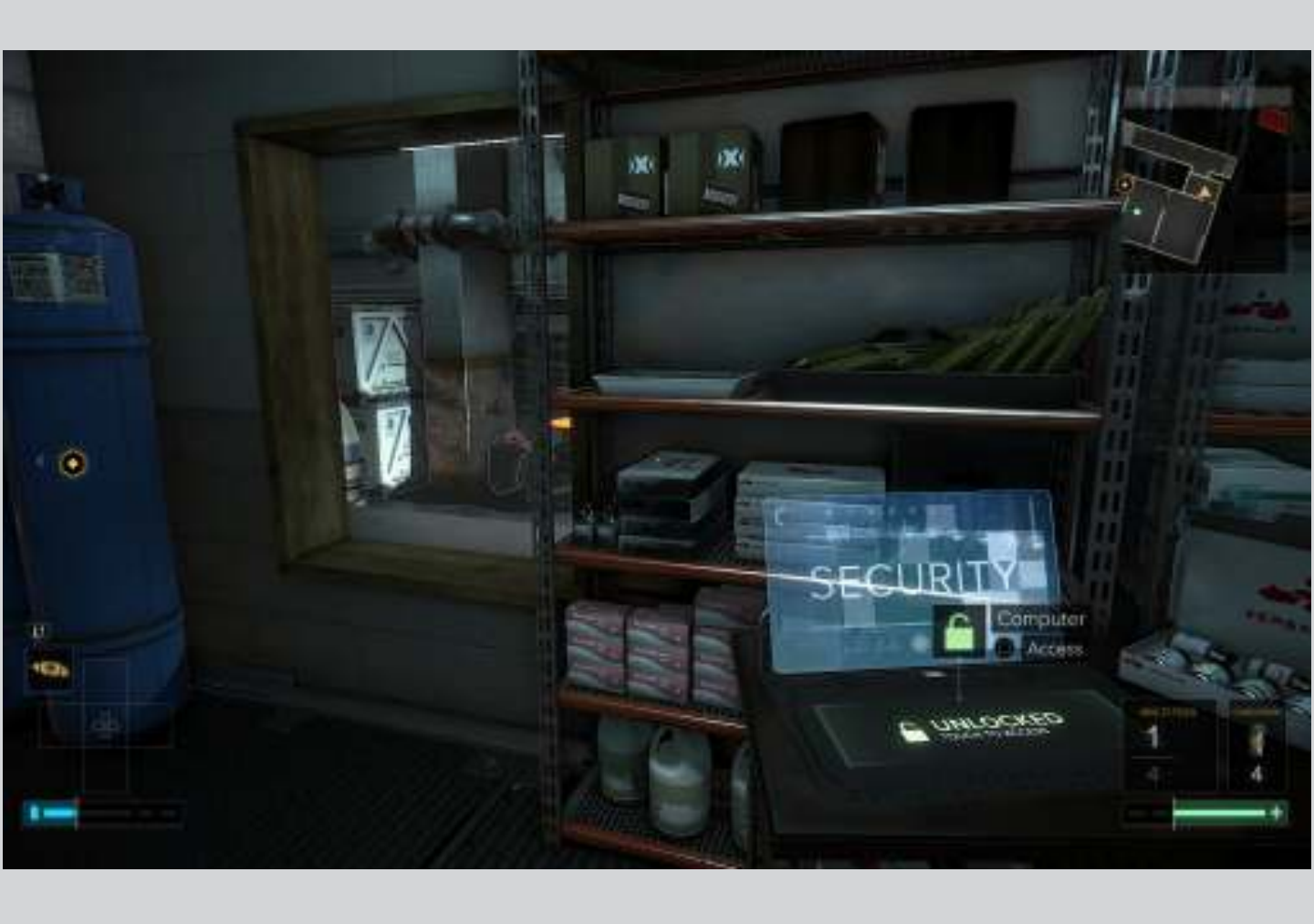
EXPLORE THE MORGUE

Now you can use the Infirmary Keycard on the Keycard Reader to unlock the next door and enter the Morgue **(8)**. Examine Ian Wilburg's corpse on the autopsy table to discover that the heart is missing. Before you leave, check out the Storage Room in the corner to find Biocells and a big batch of Painkillers.


Ian Wilburg's Corpse
Examine

ALTERNATE: OUTDOOR ROUTE TO SOLITARY

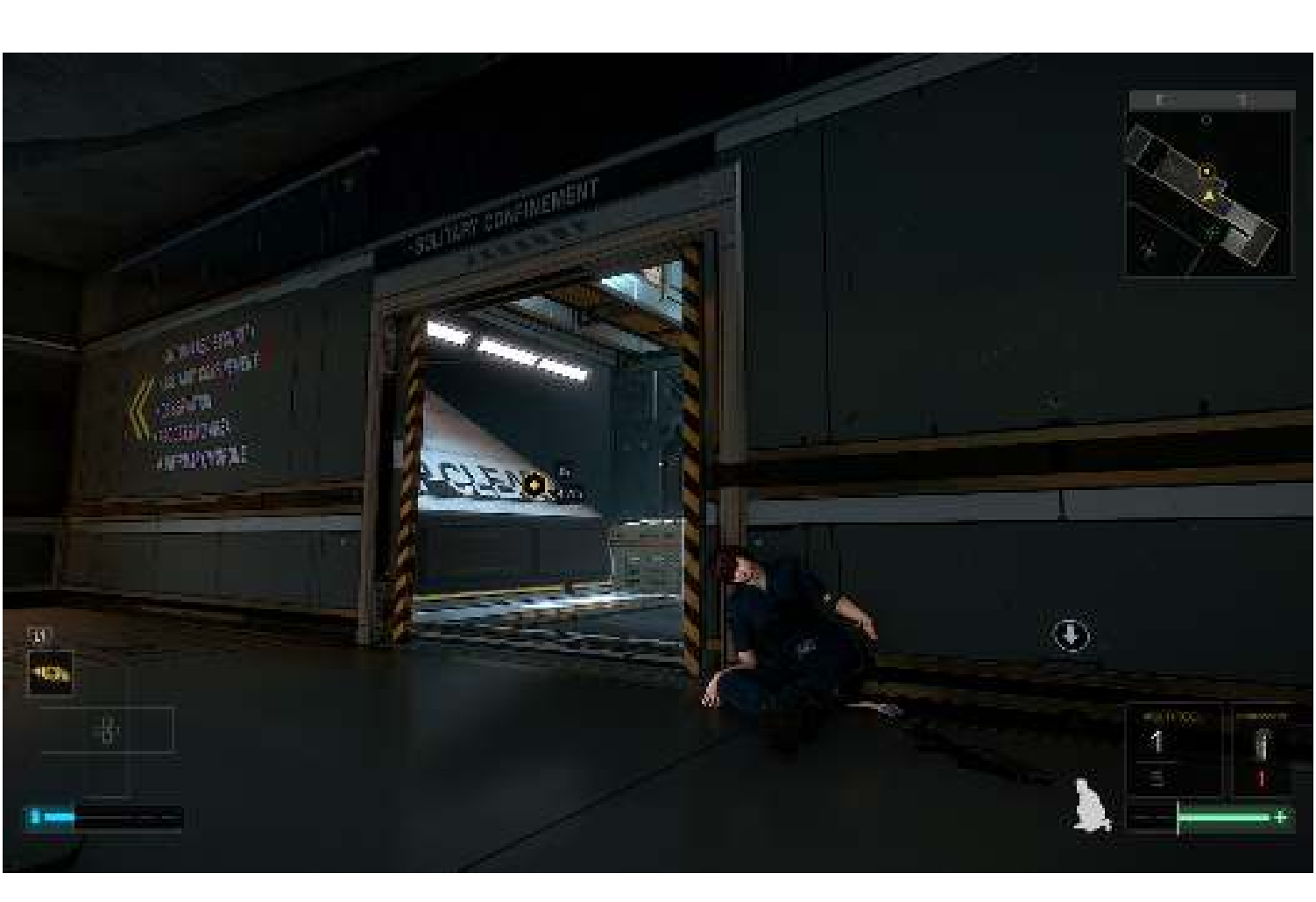
In the storage room next to the Morgue, click the Computer Mode Switch underneath the cart holding the computer. This switches the computer to Security mode so you can open a secret door–the nearby equipment shelf slides open! Enter and follow the passage to a door leading outside. Drones patrol the airspace, but you can veer right to find a door that leads underneath the Solitary Confinement area.

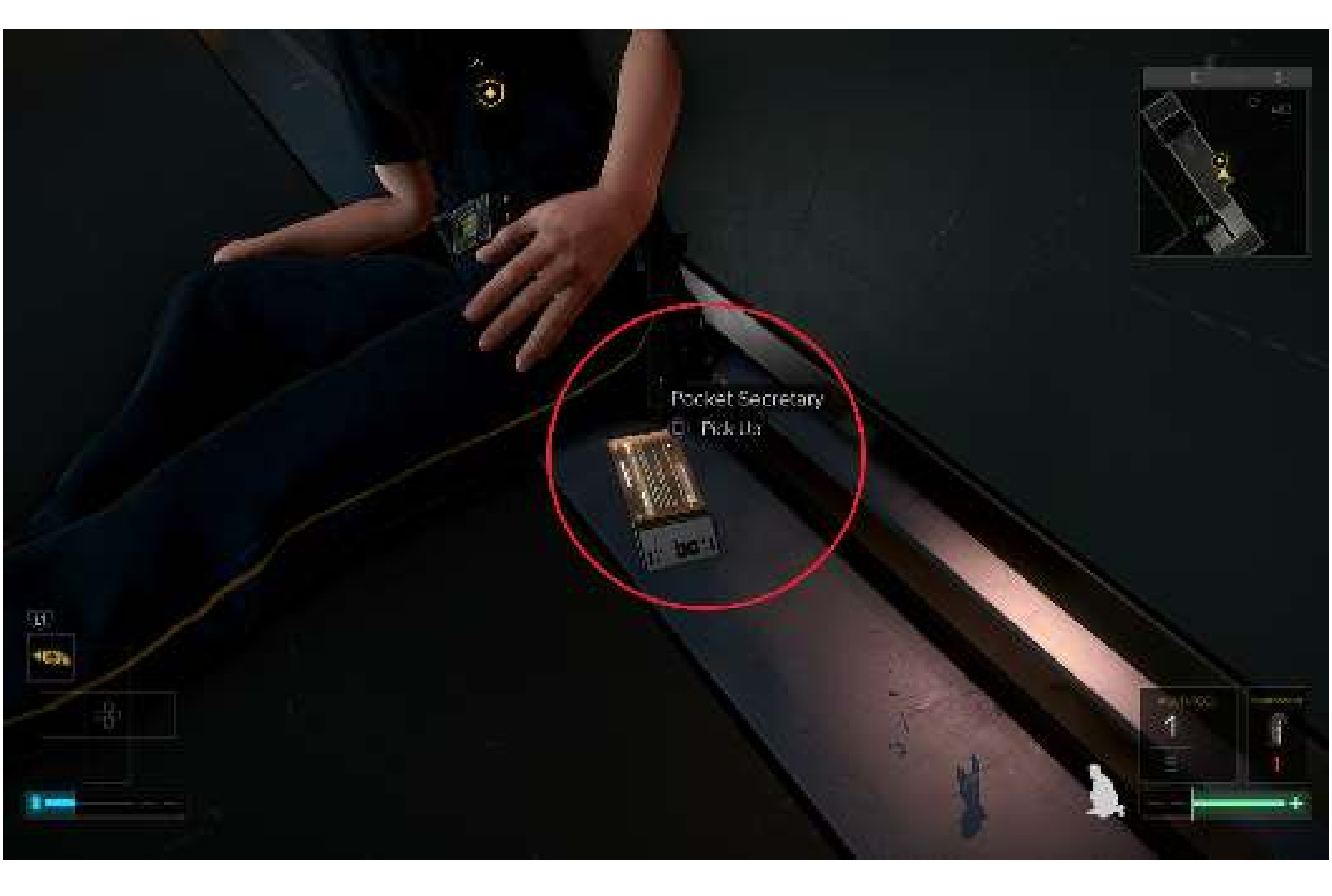

SECURITY
Computer
Access
UNLOCKED

SHUT DOWN AUTOMATED SECURITY

Return to the East Wing Elevator **(6).** Open the doors and select"Solitary Confinement" to ride up to Level 4. When the door slides open, you witness an ill-fated prisoner assault into a heavily guarded open plaza. The inmates get slaughtered by guards and automated security units.

Find the female guard slumped next to the doorway **(9)** and pick up the Pocket Secretary on the floor next to her hip. Read its"Tower Drones" entry to learn the Automated Security password: **N4RDIN3M0R4N0**.

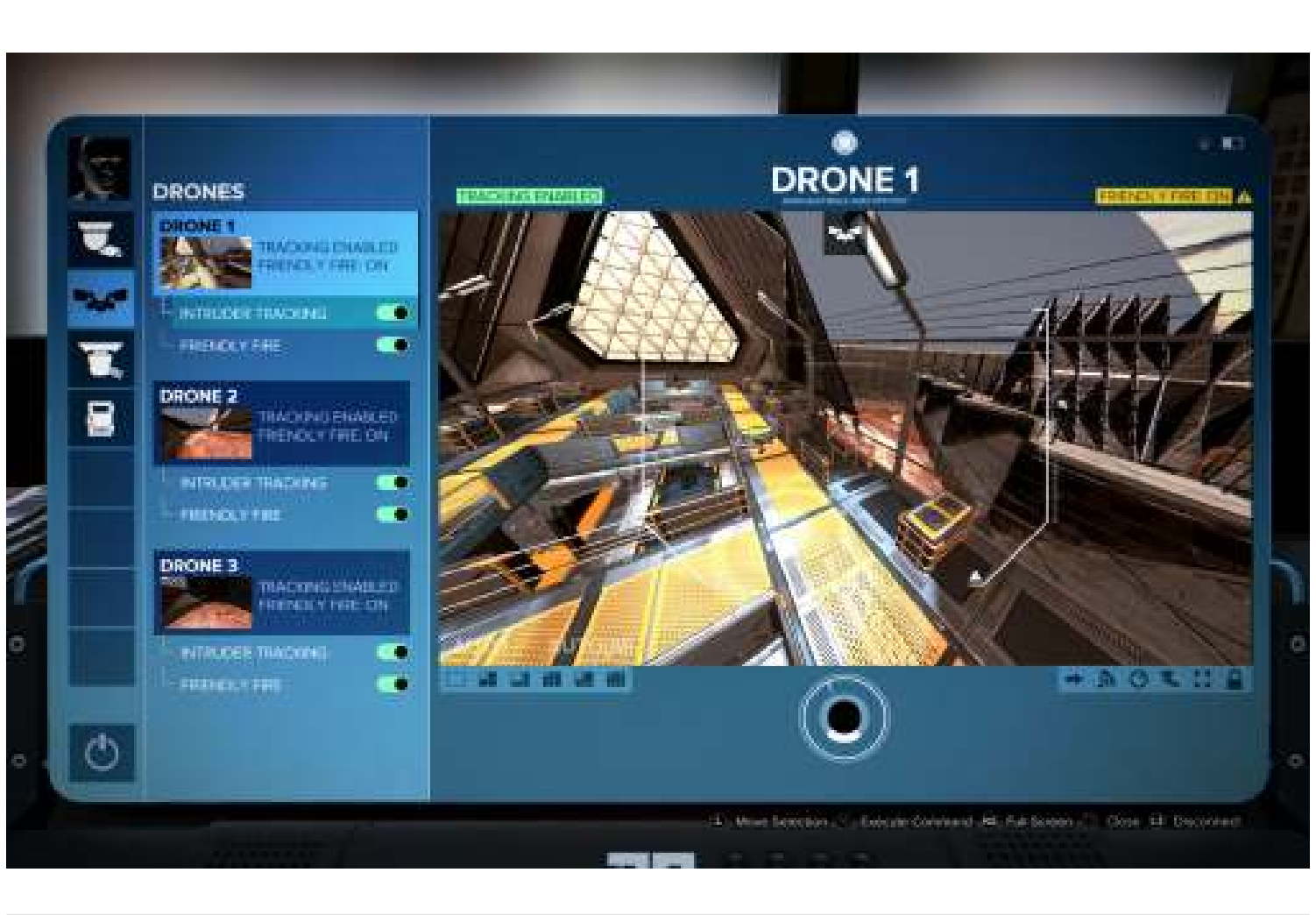

SOLITARY CONFINEMENT


Pocket Secretary
Pick Up

Follow the Automated Security sign leading upstairs **(10)**; proceed up the staircase into a large security office. Guards are posted in the area outside the office, beyond the far doors, but the office itself is deserted. Sneak inside and close the doors, then toggle the EG Switch in the corner for privacy. Next, enter the newly acquired **N4RDIN3M0R4N0** password into the Central Drone Controller terminal on the table and make sure the drones are disabled.

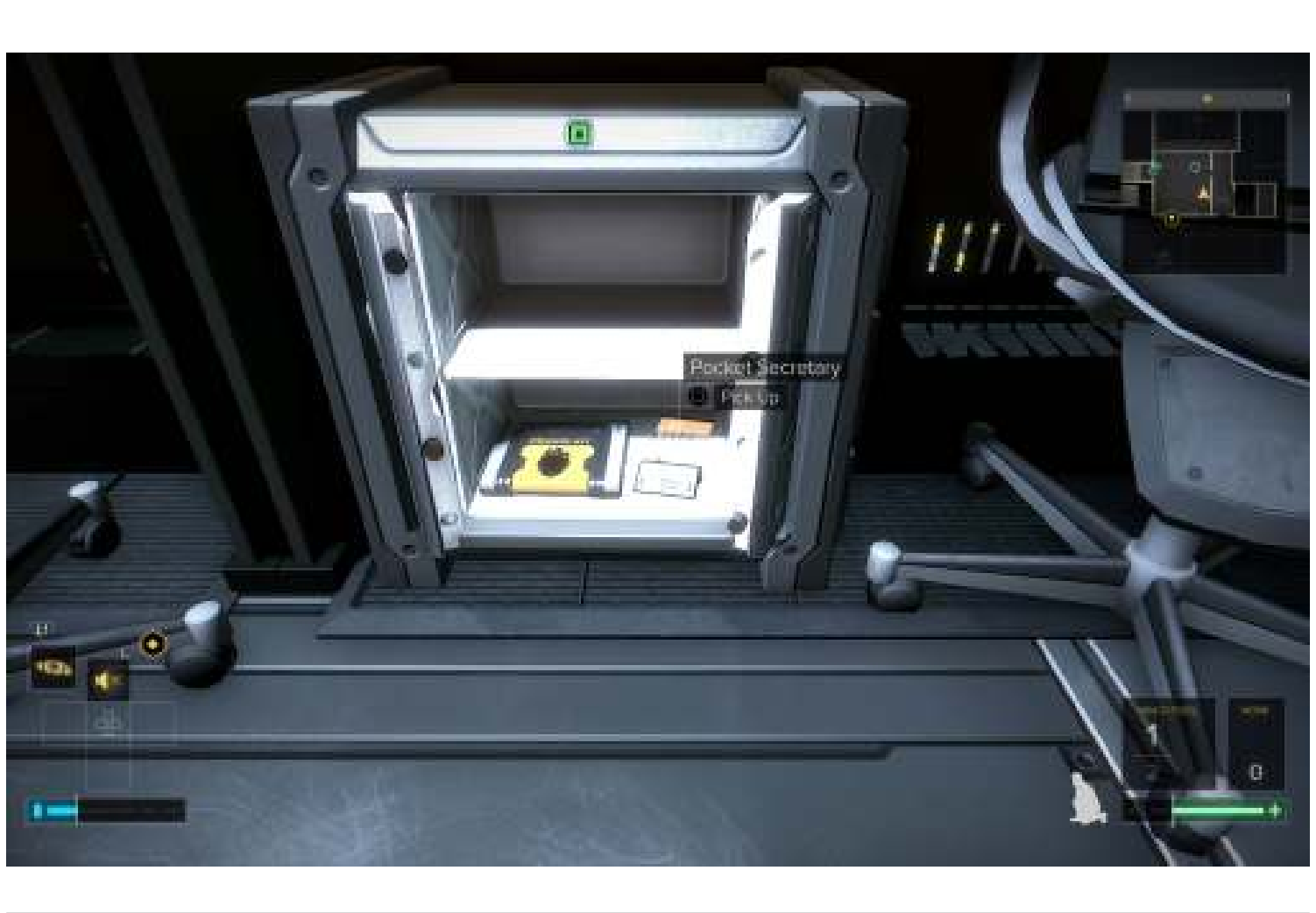
TURN THE SOLITARY DEFENSES AGAINST THE GUARDS

More importantly, hack into the Solitary Turret Control terminal **(11)** on the desk (the password doesn't work here). Here you can leave Intruder Tracking active but turn on Friendly Fire[el] and then watch as the Drones open fire on the human troops in the area just outside! Do the same with the Turrets. It's darkly amusing to watch the robotic killers turn on their human teammates. Wait until the sentry drones clear out all of the guards and then disable all of the drones, cameras and turrets. Lastly, make sure the entry door to Solitary is open.


DRONES
DRONE 1
TRACKING ENABLED
FRIENDLY FIRE ON
INTRUDER TRACKING
FRIENDLY FIRE
DRONE 2
TRACKING ENABLED
FRIENDLY FIRE ON
INTRUDER TRACKING
FRIENDLY FIRE
DRONE 3
TRACKING ENABLED
FRIENDLY FIRE ON
INTRUDER TRACKING
FRIENDLY FIRE
DRONE 1
TRACKING ENABLED
FRIENDLY FIRE ON

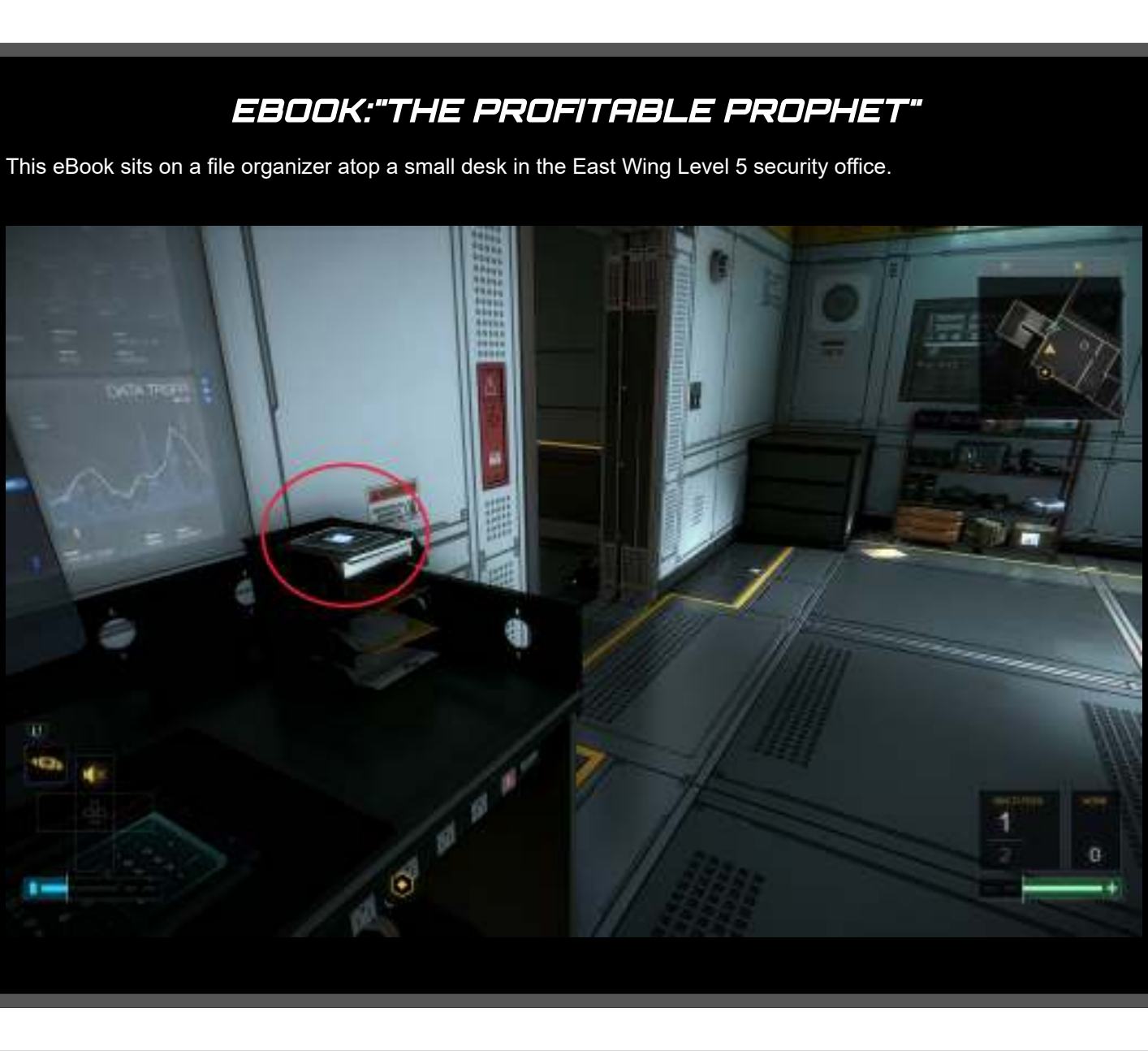
FIND MORE EVIDENCE ON MEJIA

Before you leave, find the eBook on one desk and the Praxis Kit inside the floor safe underneath another desk. You'll also find a Pocket Secretary in the safe. Read the"Recovered Turret Command Logs" entry to learn that the Automated Security console was hacked to target Ian Wilburg[el] and Oscar Mejia is the likely suspect.


Pocket Secretary
Pick Up

EBOOK:"THE PROFITABLE PROPHET"

This eBook sits on a file organizer atop a small desk in the East Wing Level 5 security office.



PRAXIS KIT: INSIDE SAFE IN LEVEL 5 SECURITY ROOM

PRIMA GAMES

DEUS EX
MANKIND DIVIDED™

A Criminal Past DLC

Release Guerrero from Solitary

OBJECTIVES

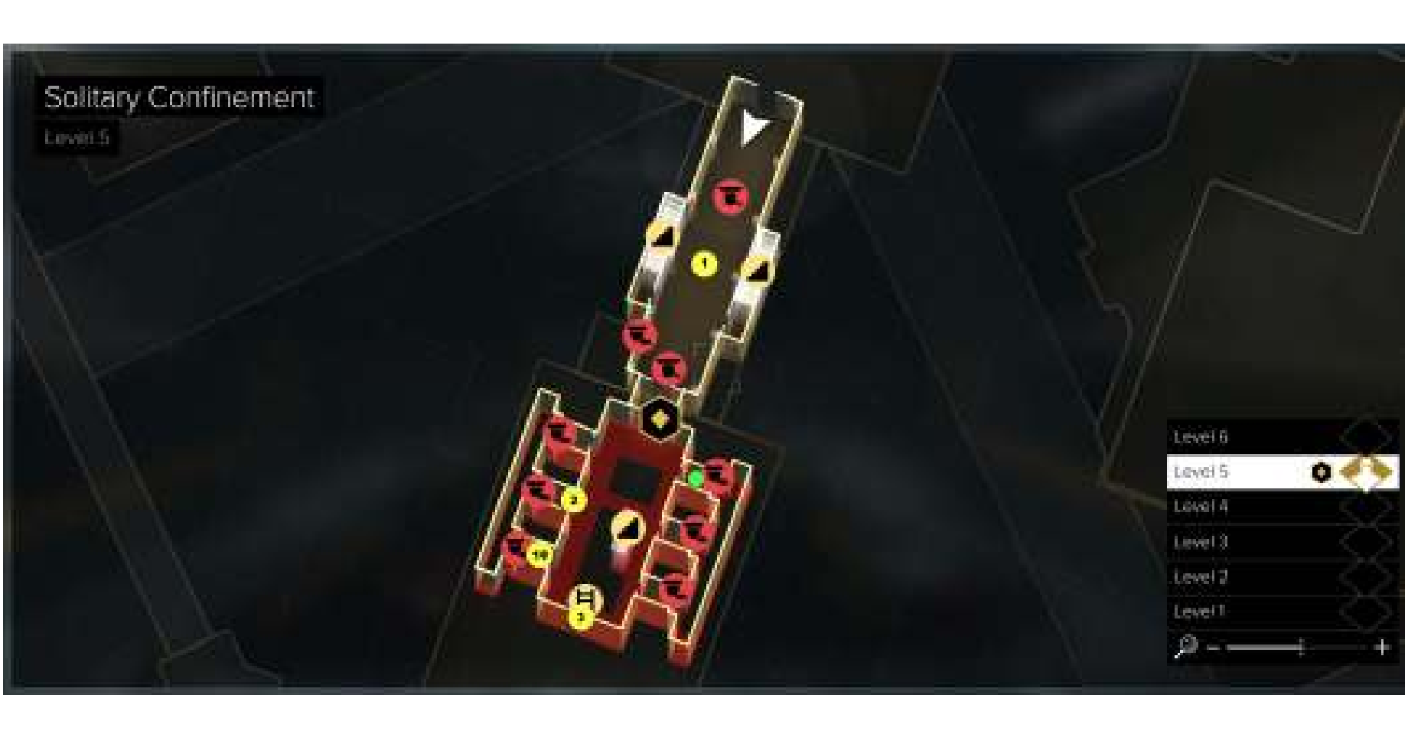
Find Guerrero in Solitary Confinement

Restore power to the Emergency Override System

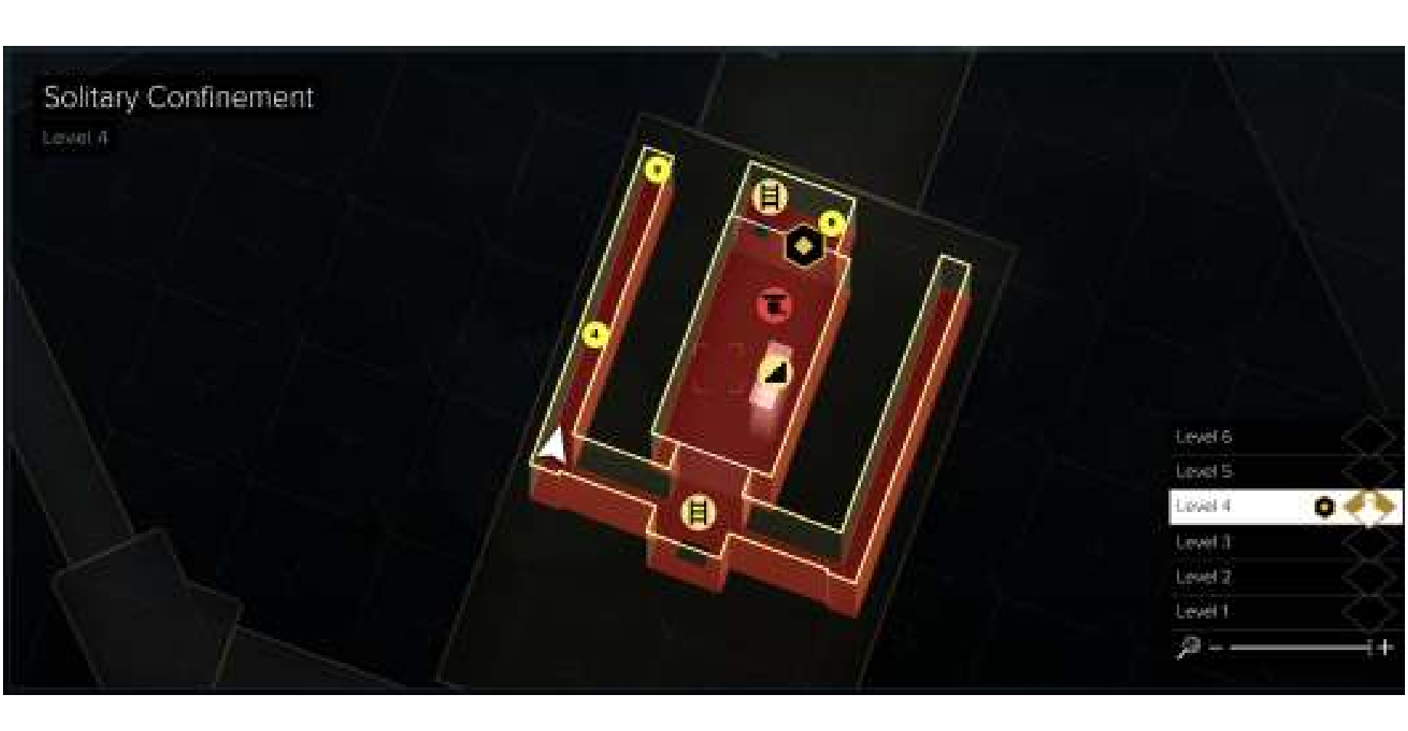
Use the security computer to unlock cell S-04

Release Guerrero from Solitary Confinement

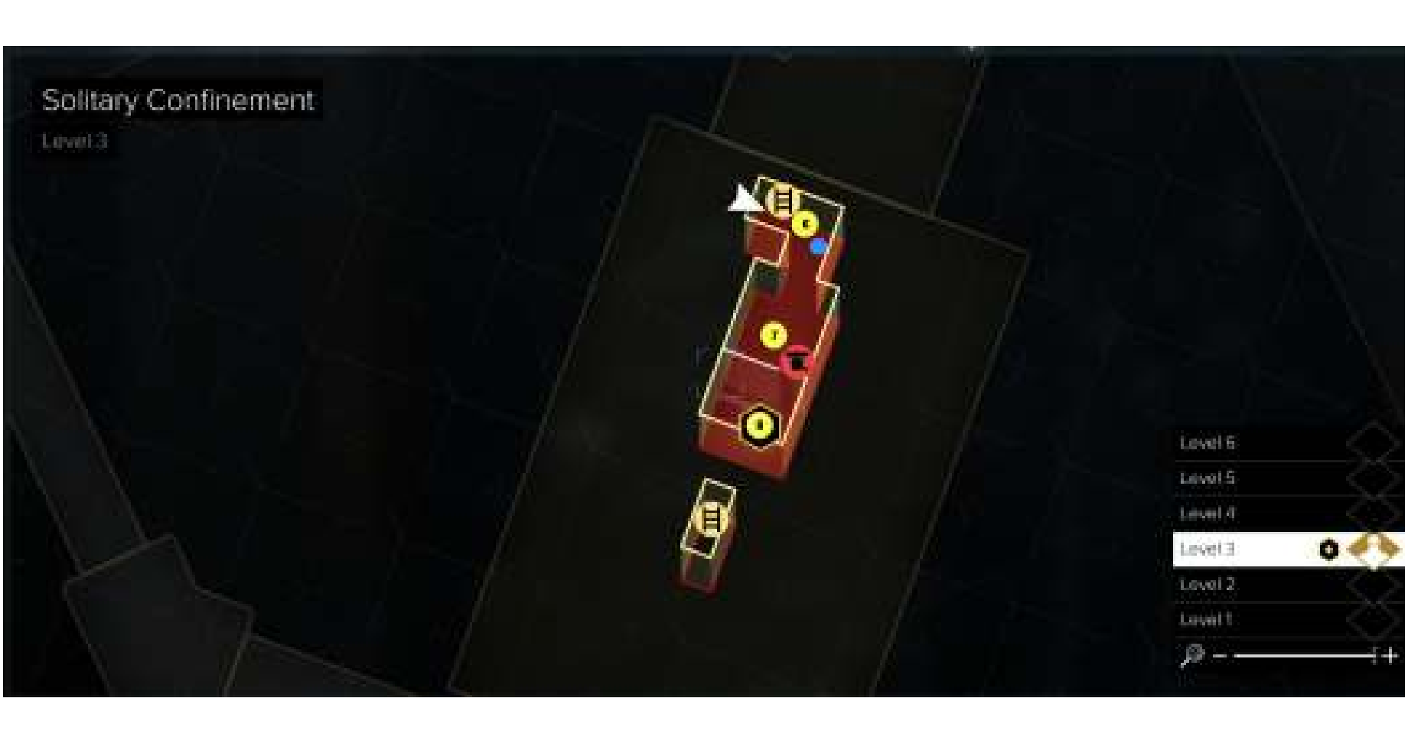
OVERVIEW



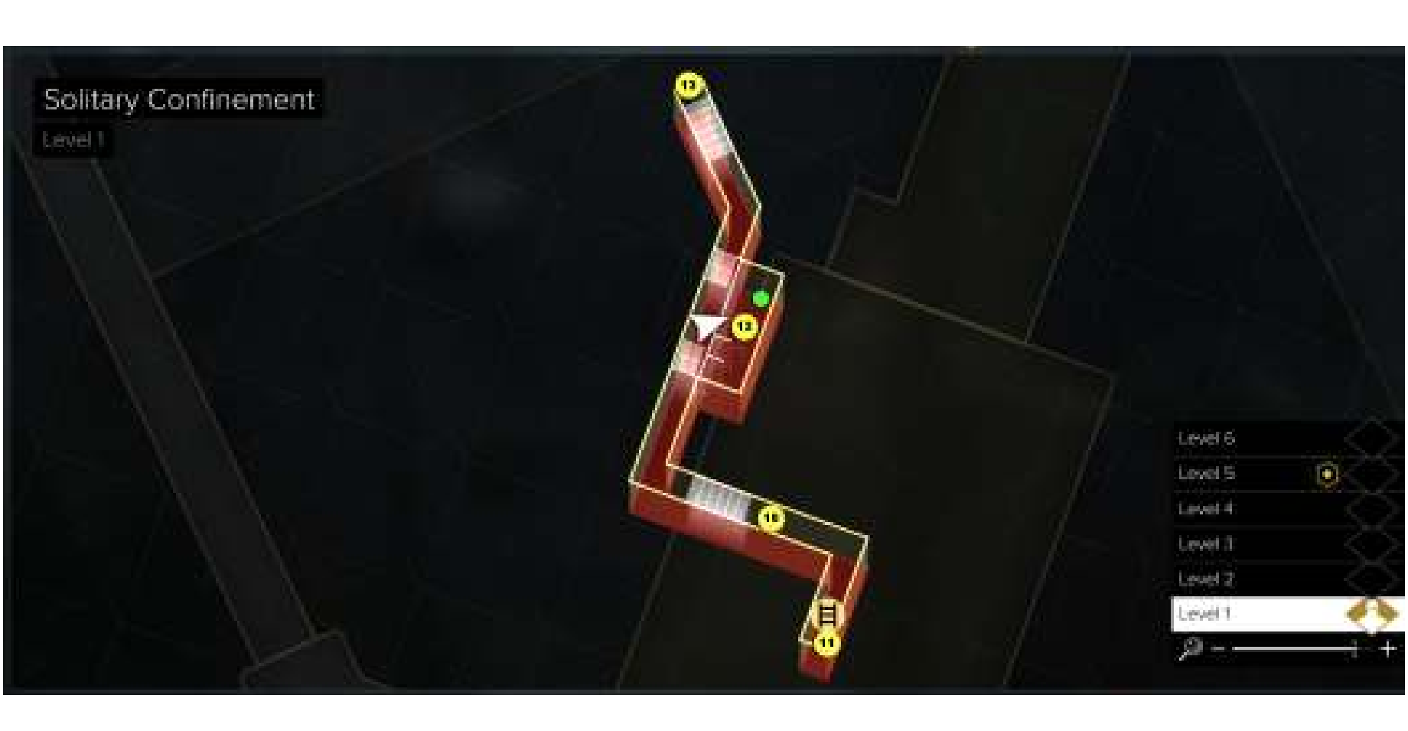
Solitary Confinement: Level 5



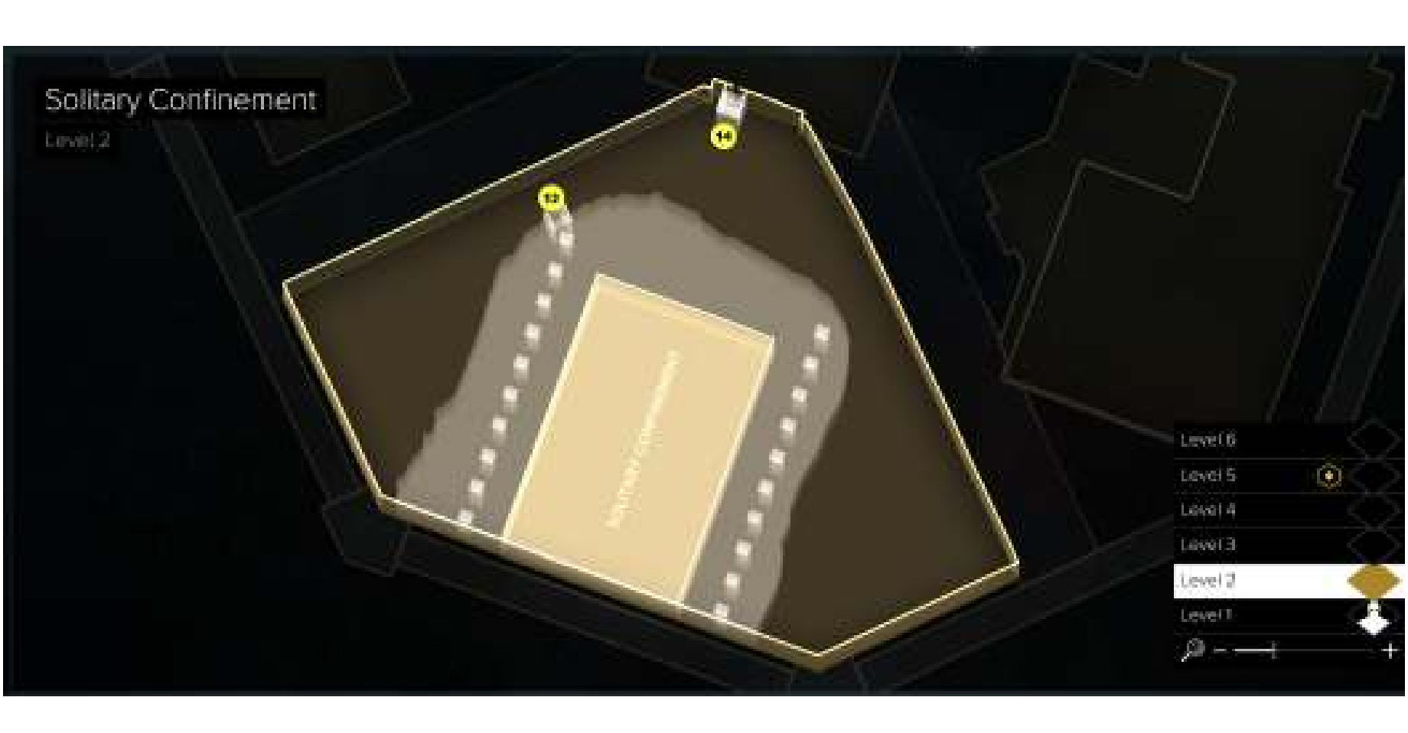
Solitary Confinement: Level 4



Solitary Confinement: Level 3



Solitary Confinement: Level 1



Solitary Confinement: Level 2

MAP LEGEND

1: Connecting corridor
2: Cell S-04 (Guerrero)
3: Ladder to catwalks
4: Subfloor passage
5: Destructible vent
6: Utility room
7: Server entry turret
8: Manual Override System console
9: Security terminal (opens cell doors)
10: Cell S-06 (floor duct)
11: Ladder
12: Augmented Heart
13: Exit to exterior grounds
14: Entry to Administration building
[BLUE CIRCLE] = EBook
[GREEN CIRCLE] = Praxis Kit

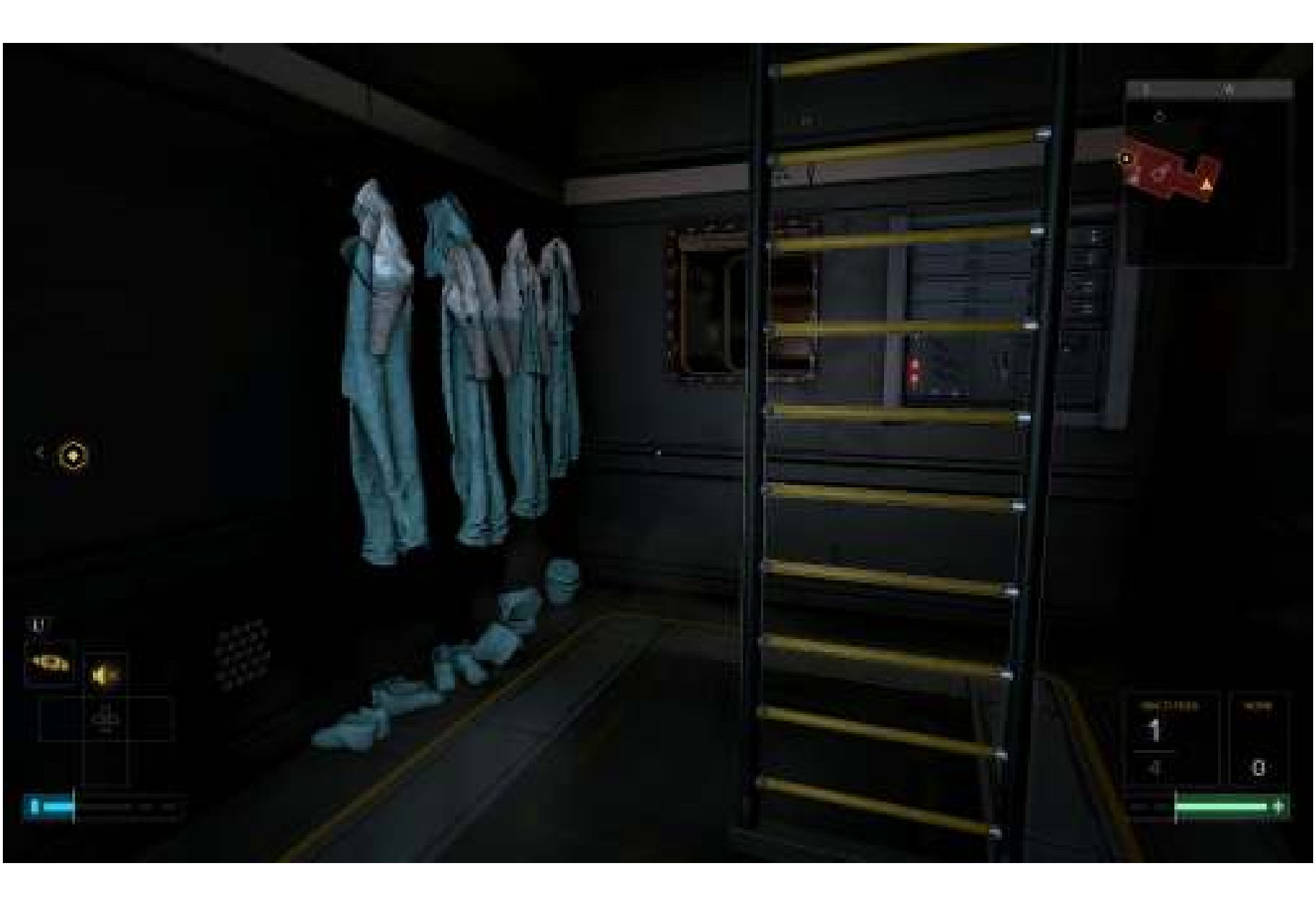
RESTORE POWER TO THE EMERGENCY OVERRIDE SYSTEM

GET TO THE SERVER ROOM

Here's an easy back route to the Emergency Override server that avoids a lot of trouble. Climb the ladder **(3)** at the far end of the Solitary area up to the catwalk. Head right and open the first Cable Duct Door; drop into the duct, crouch, and follow the passage to another Cable Duct Door.

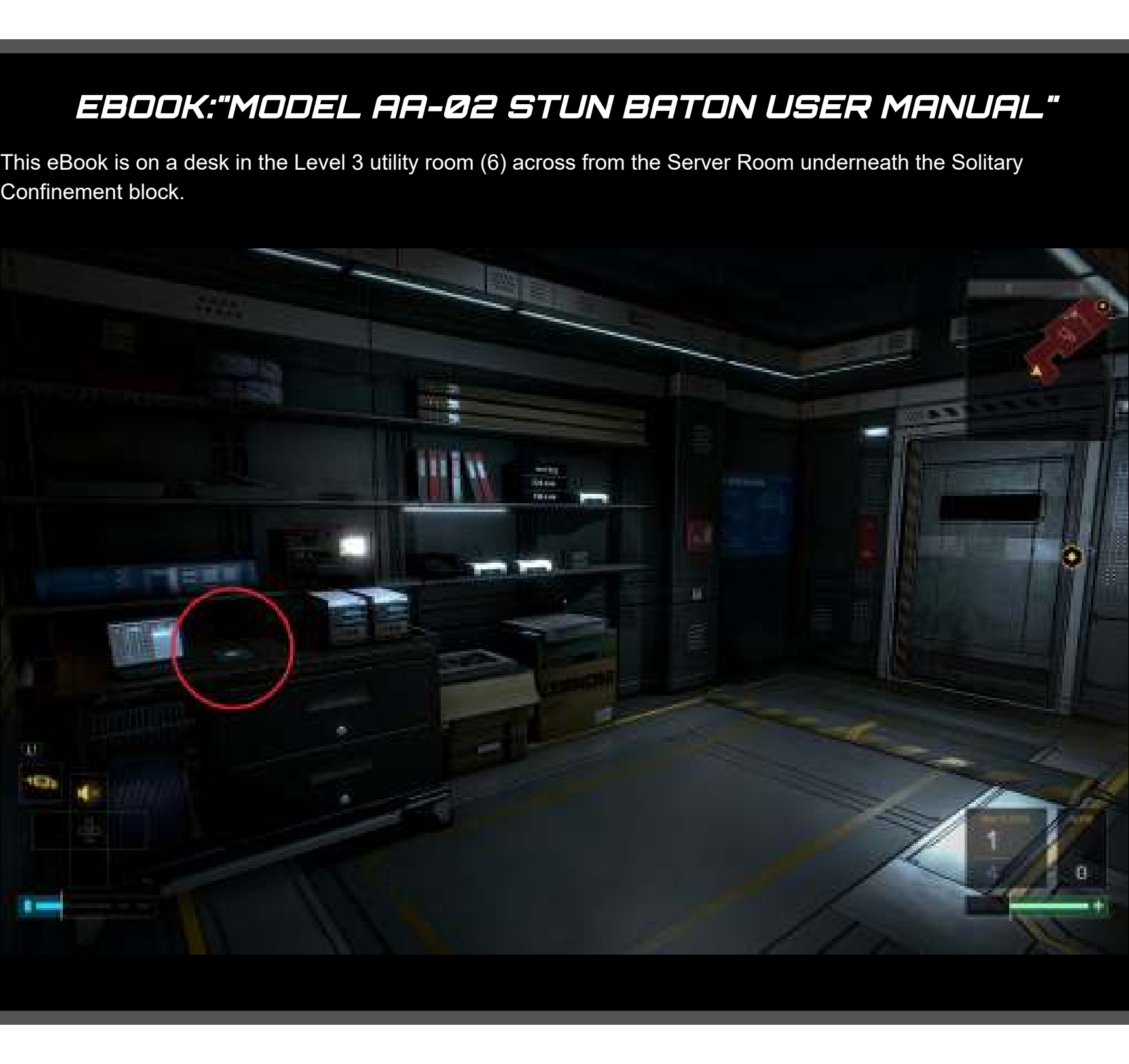
Open the second duct door and drop down to the grated floor on Level 4. Turn around and make the short hop down to the subfloor, then crouch and follow the long passage **(4)** between the pipes underneath the grated floor to the Destructible Vent **(5)** at the end.

Smash the vent and proceed along the duct until you reach another Cable Duct Door on Level 3. Open it and enter a small utility room **(6)** with a ladder and blue hazmat suits. Look for an eBook on the desk.



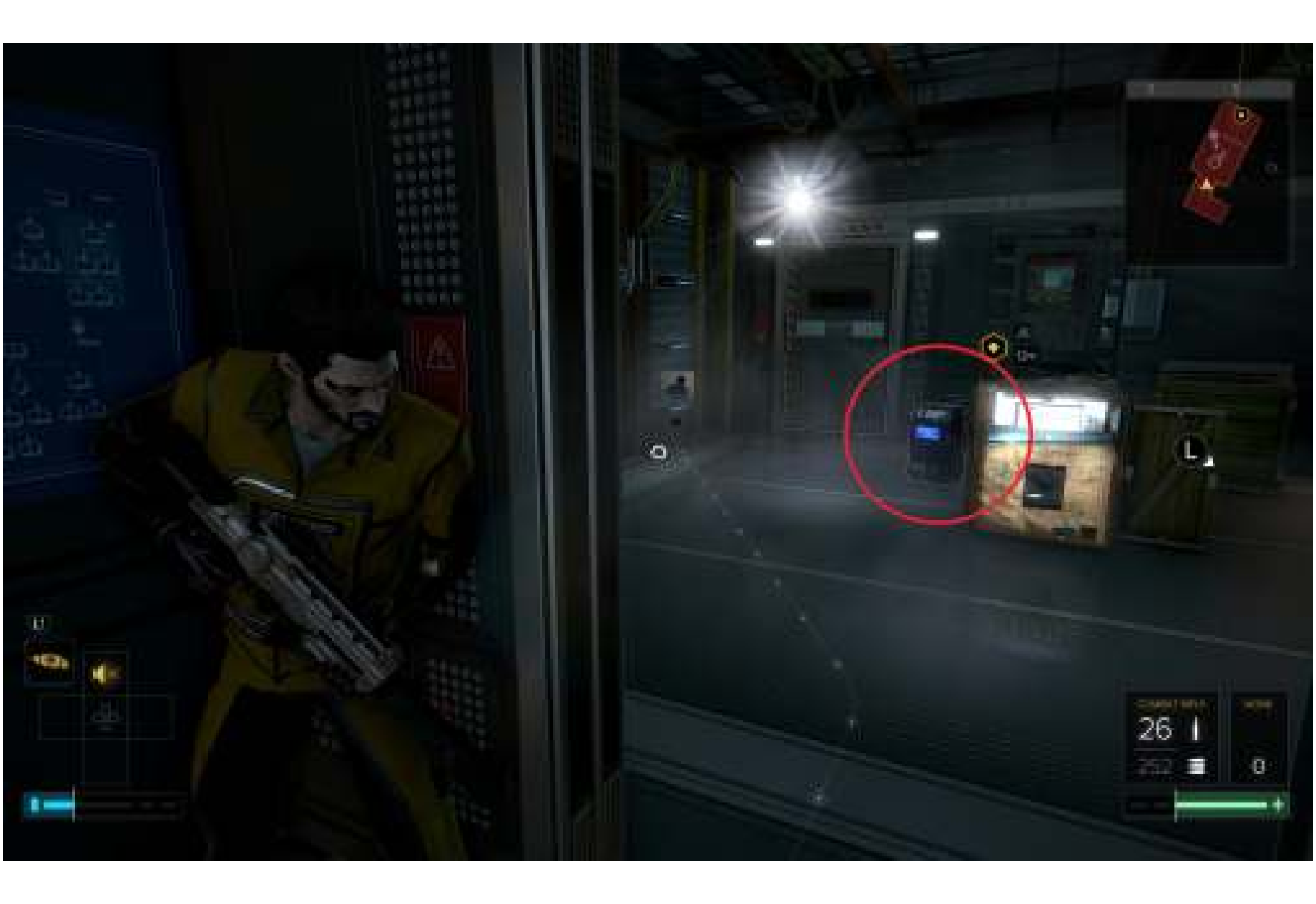
EBOOK:"MODEL AA-02 STUN BATON USER MANUAL"

This eBook is on a desk in the Level 3 utility room (6) across from the Server Room underneath the Solitary Confinement block.



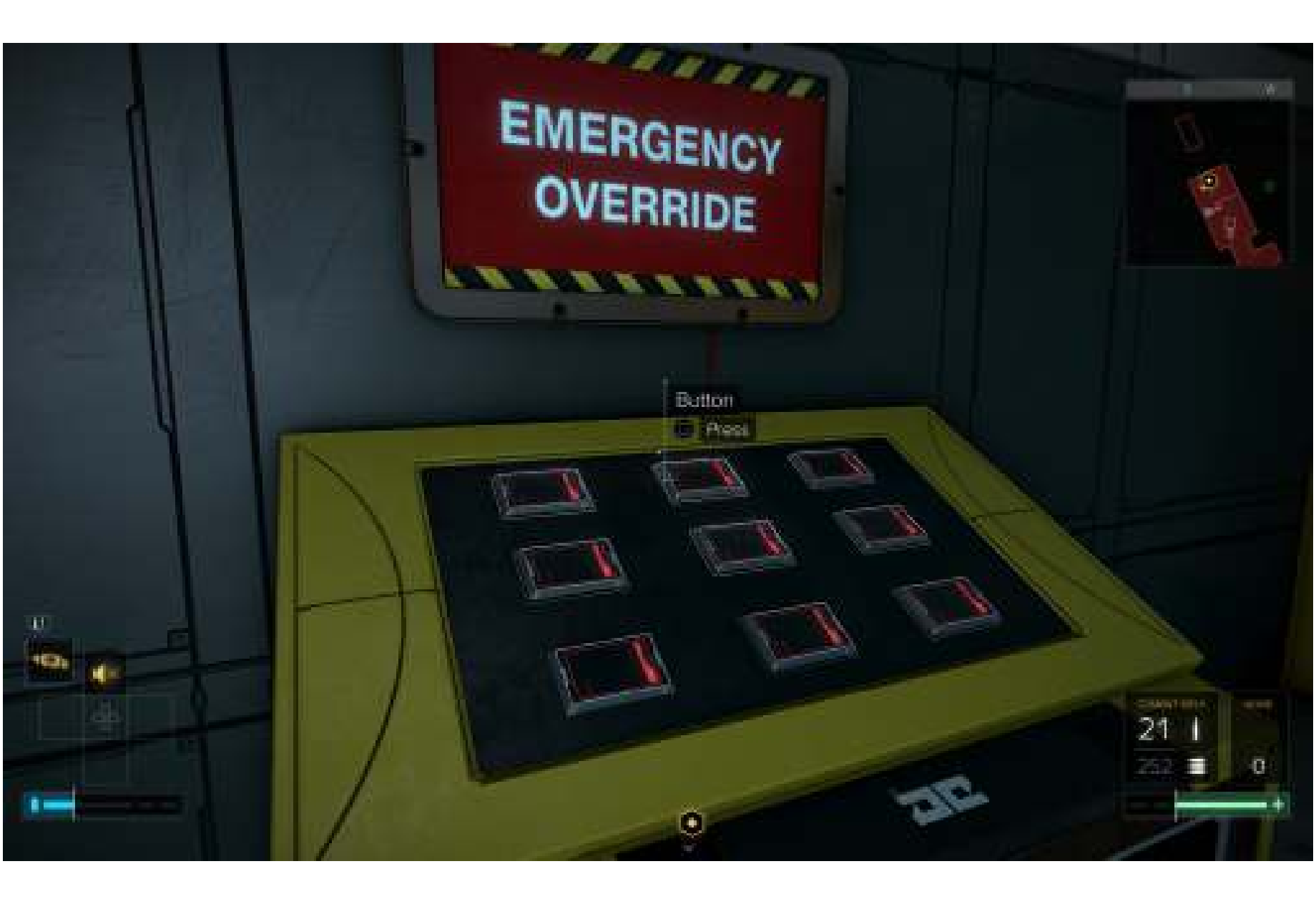
DISABLE THE TURRET

Draw a weapon and take cover beside the door. Carefully open the door–there's a turret **(7)** just around the corner in the next room. Underneath it sits an EMP Generator (circled in our shot). When the turret swivels its view away, lean into the doorway and shoot the generator; the EMP blast disables the turret. Move across the room to the opposite door, open it, and duck inside the Server Room.

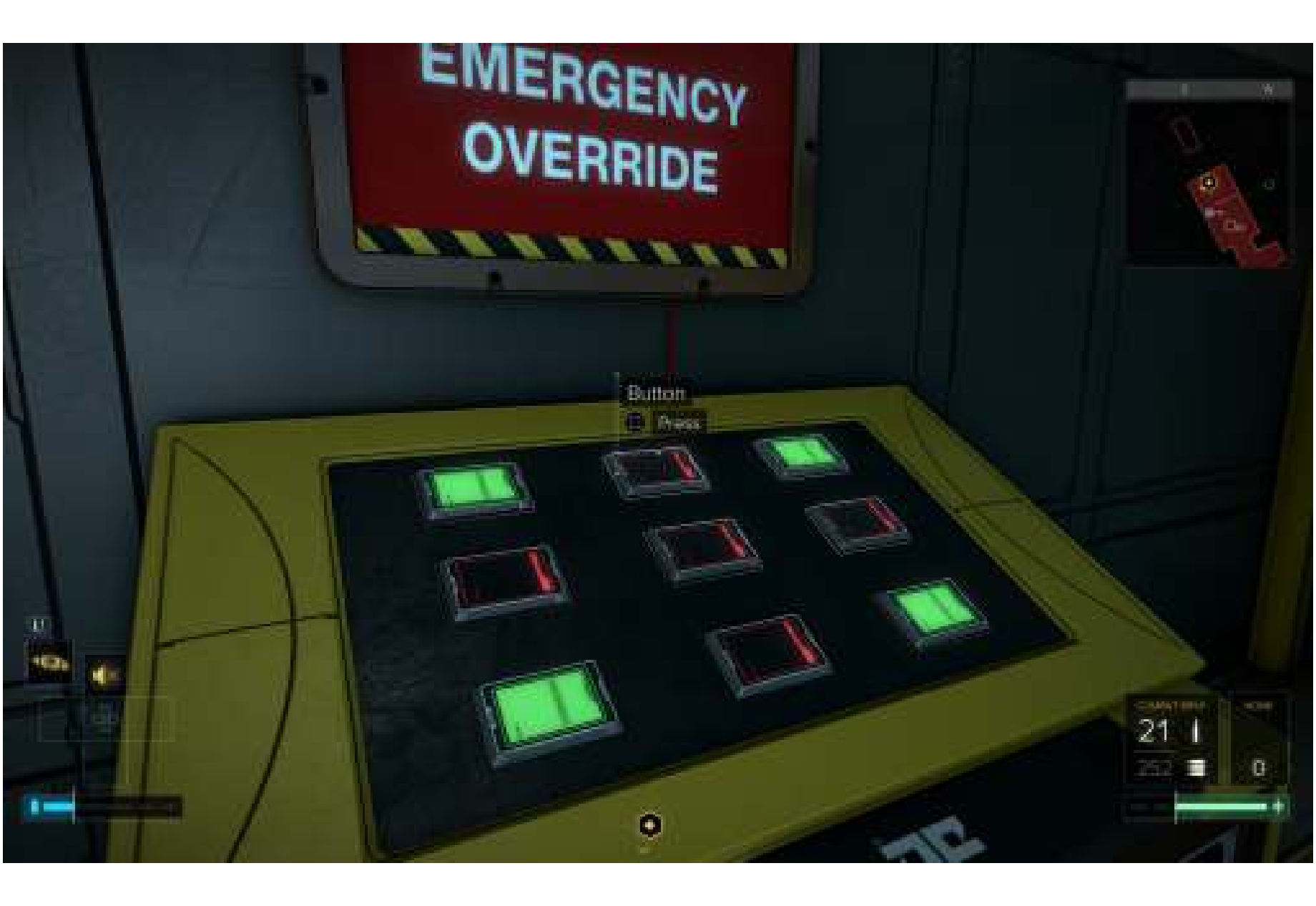


SOLVE THE"EMERGENCY OVERRIDE" PUZZLE

You can examine the wall poster if you want, adding it to your Database, but the puzzle solution is a lot easier than it first appears. Approach the Emergency Override panel **(8)** and press the Emergency Override System button at the panel's bottom to"set" the puzzle. All nine buttons should glow with a red strip, as shown in the following screenshot:



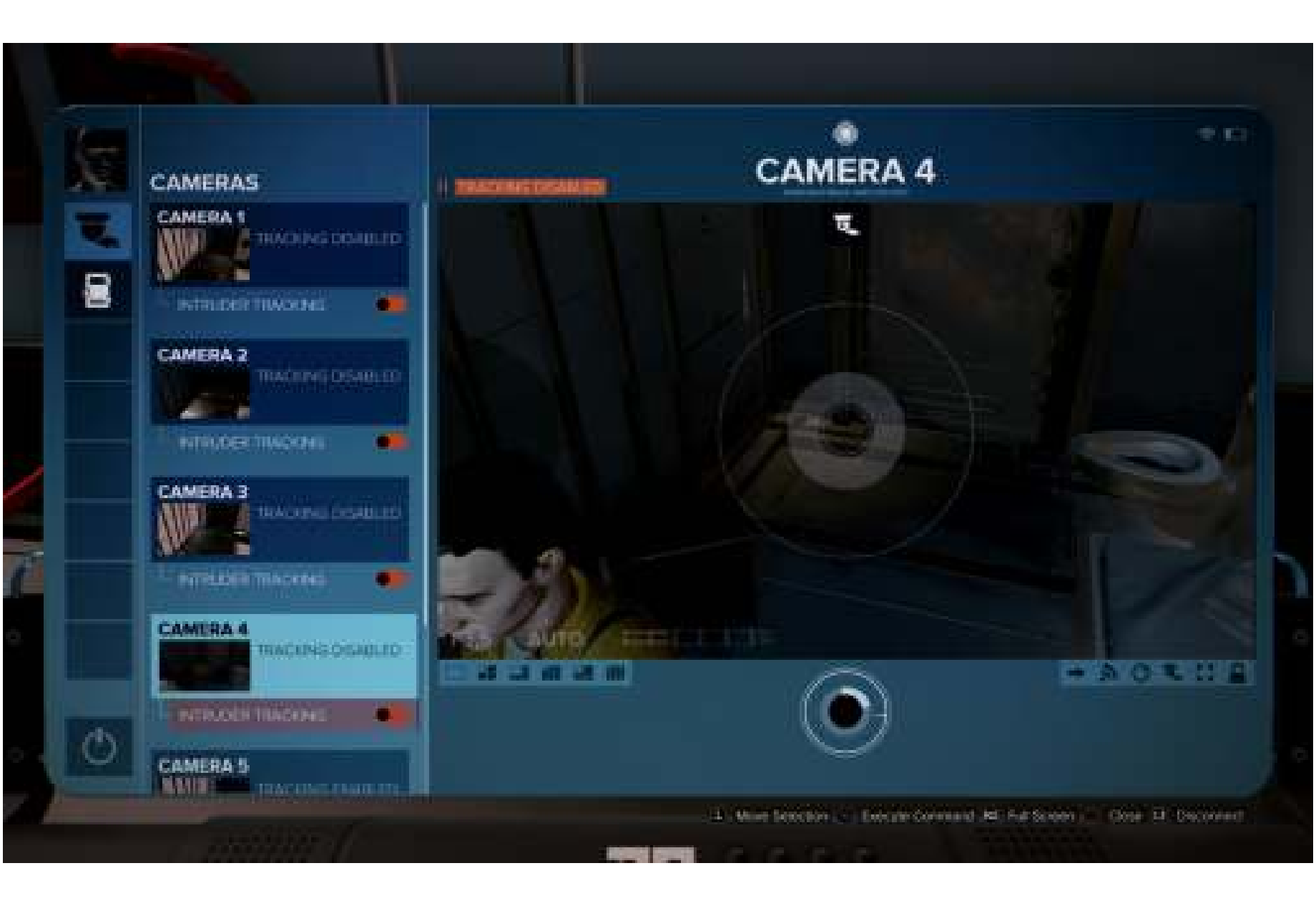
Now simply press all four corner buttons in any order. When you're finished, the panel should look like the following screenshot. (If it doesn't, press the reset button to start over.)



Finally, press the center button. This turns all nine buttons green, meaning all output coils are simultaneously reconnected to the main central power node, and now power is restored to the Solitary security system.

USE THE SECURITY COMPUTER TO UNLOCK CELL S-04

Return to the utility room and climb the ladder to the Solitary security office on Level 4. Access the Solitary Doors security terminal **(9)** (underneath the red Emergency Override sign) and disable all six cell cameras. (You can see Guerrero inside cell S-04 when you highlight Camera 4.) Next, unlock all six cell doors. Exit the security room and climb up the stairs to the cells on Level 5.



RELEASE GUERRERO FROM SOLITARY CONFINEMENT

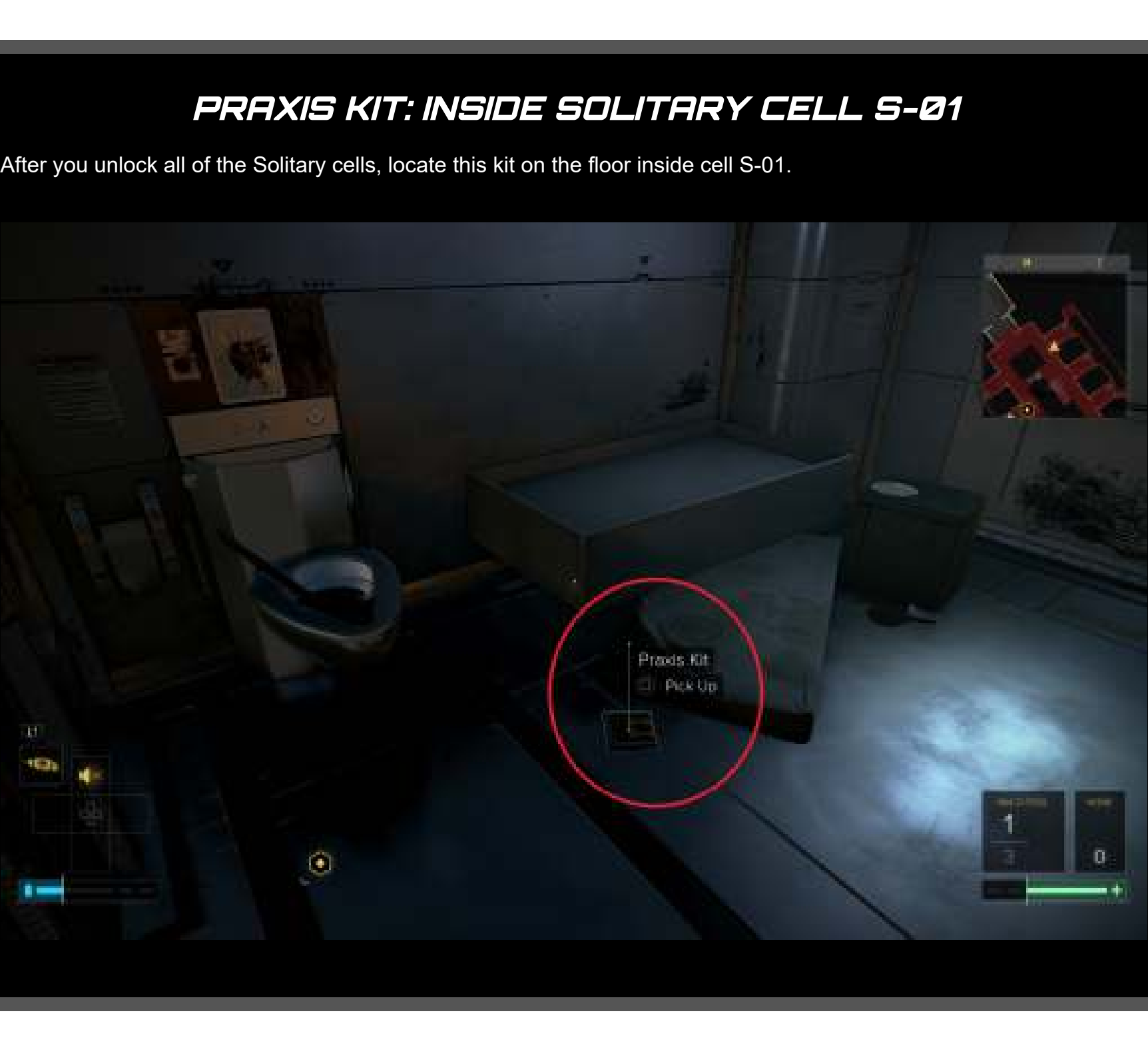
Before you free Guerrero, check out Cell S-01 to find a Praxis Kit. Open cell S-04 **(2)** to trigger a scene with Guerrero: he reveals what kind of dirty business Junkyard is dealing, and it's not pretty. Guerrero also implicates The Fixer in the scheme. Ask all questions to learn about the maintenance tunnels underneath the prison that serve as the pipeline for Junkyard's merchandise.

GRILLING GUERRERO

If you found the two Pocket Secretaries earlier with evidence, Jensen will wrest an admission from Guerrero about Wilburg's murder.

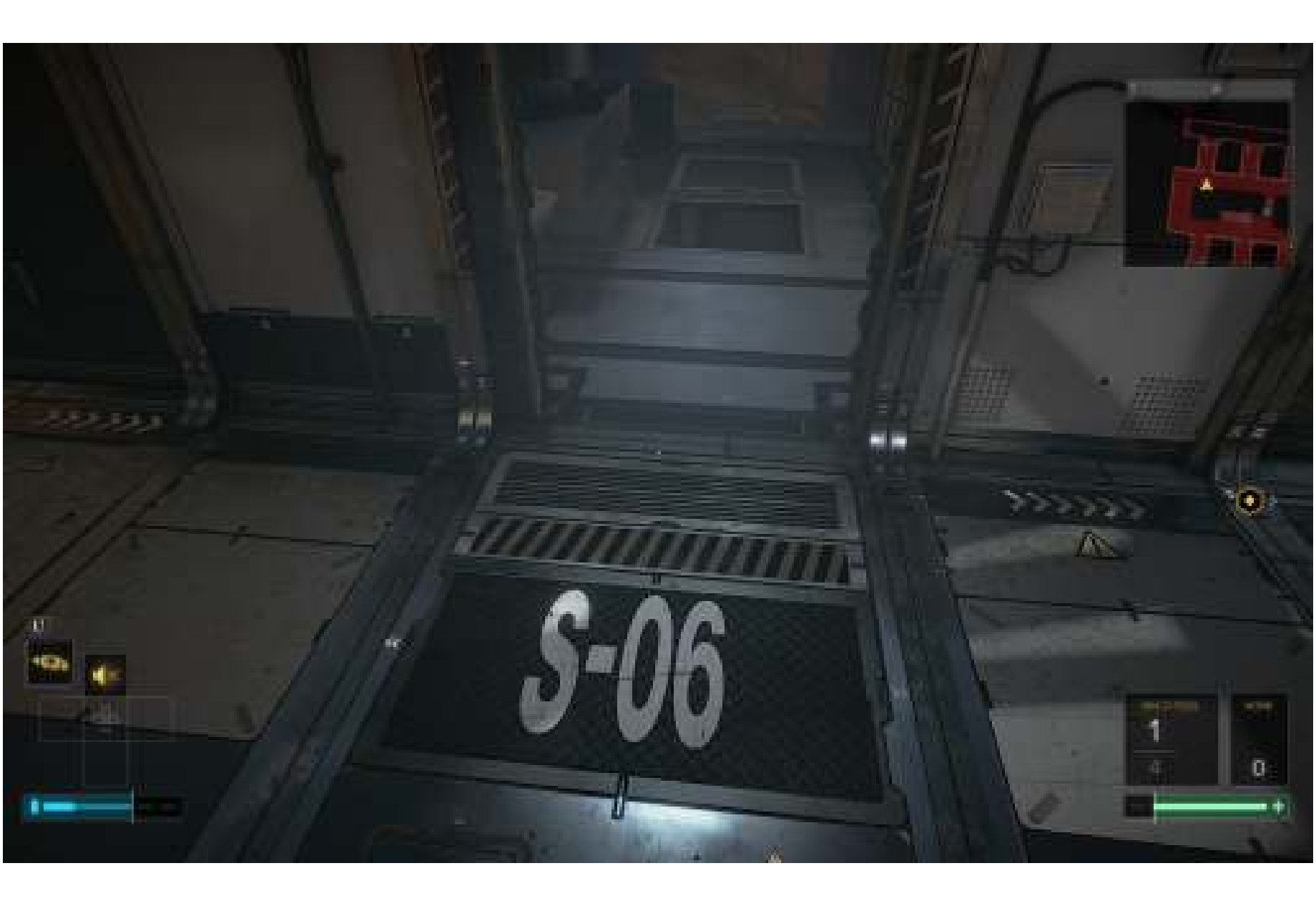
PRAXIS KIT: INSIDE SOLITARY CELL S-01

After you unlock all of the Solitary cells, locate this kit on the floor inside cell S-01.

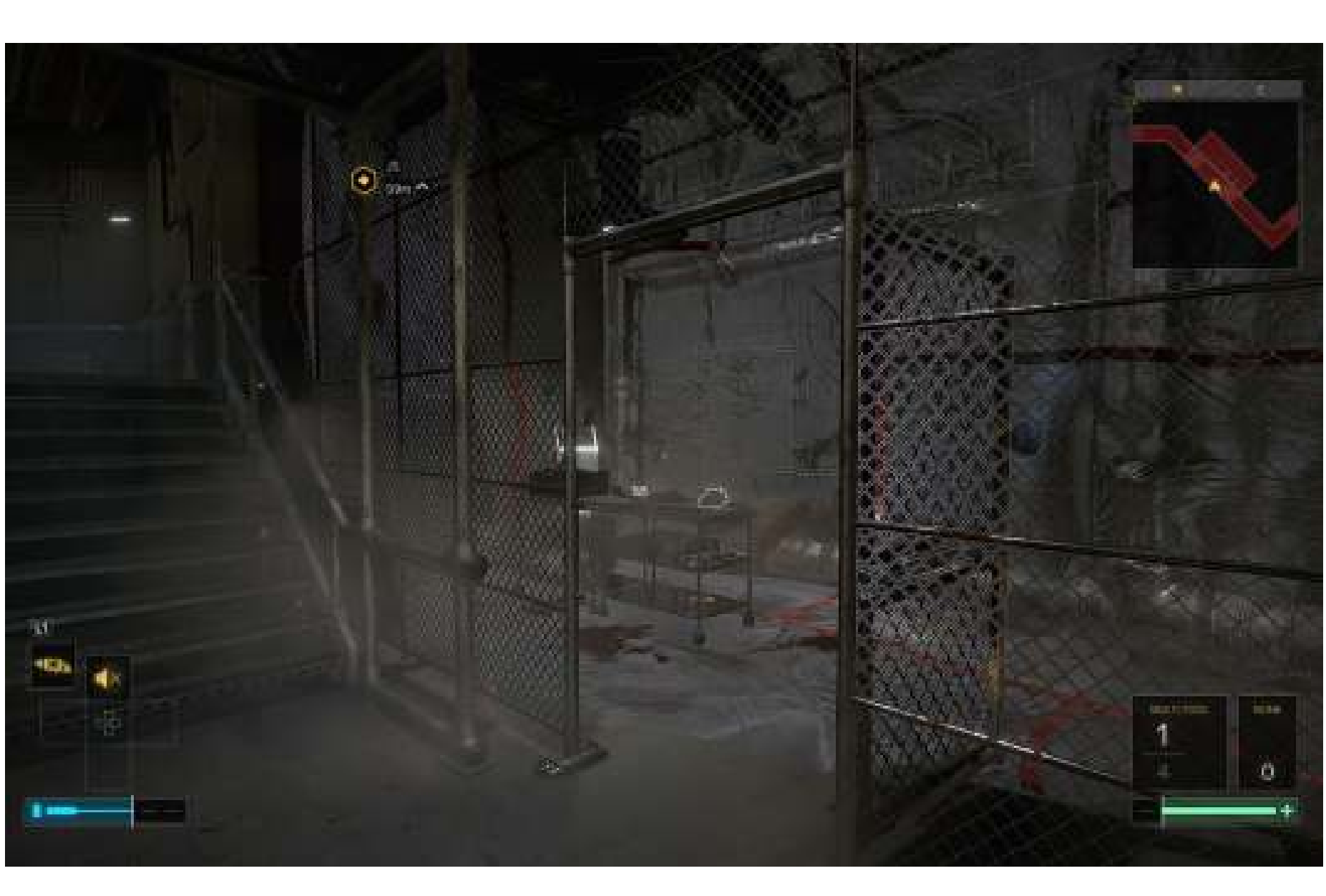


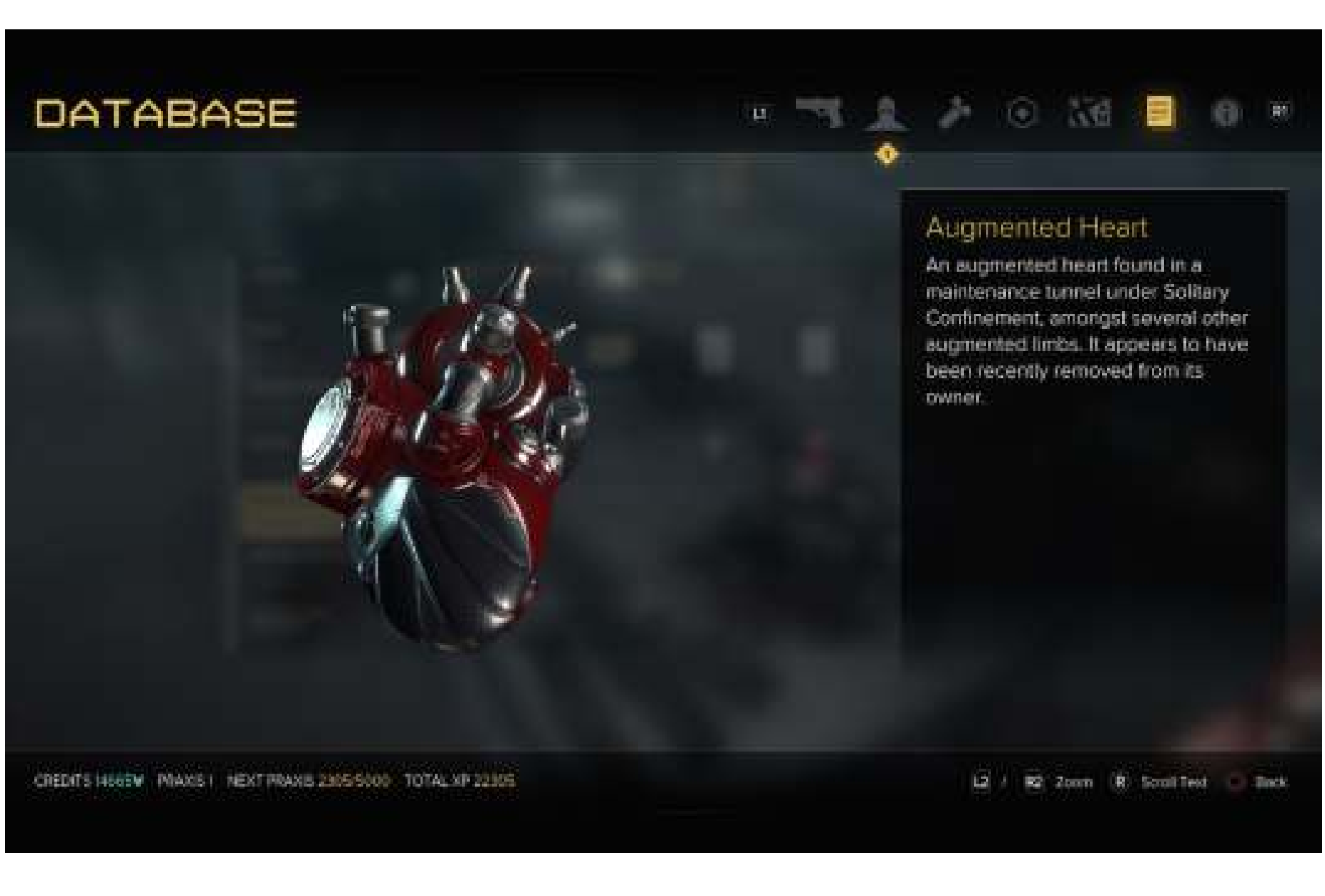
POINT OF INTEREST: VANISHING ACT

Before proceeding to your next objectives, take a peek inside cell S-06 in Solitary Confinement. This is the death cell. If you've used Praxis to acquire the Icarus Landing augmentation, open the cell's floor vent **(10)** and drop down the long shaft to the underground maintenance tunnel on Level 1. (Otherwise, you have to use the ladder **(11)** in the ducts.)



Follow the passage down the stairs to the chain-link enclosure **(12)**, smash the gate's lock, and explore the grisly area inside. Examine the Augmented Heart on the gurney; this is added to the Story Items in your Database. Also, search the plush"Teddy" sitting on the duct for another Praxis prize.

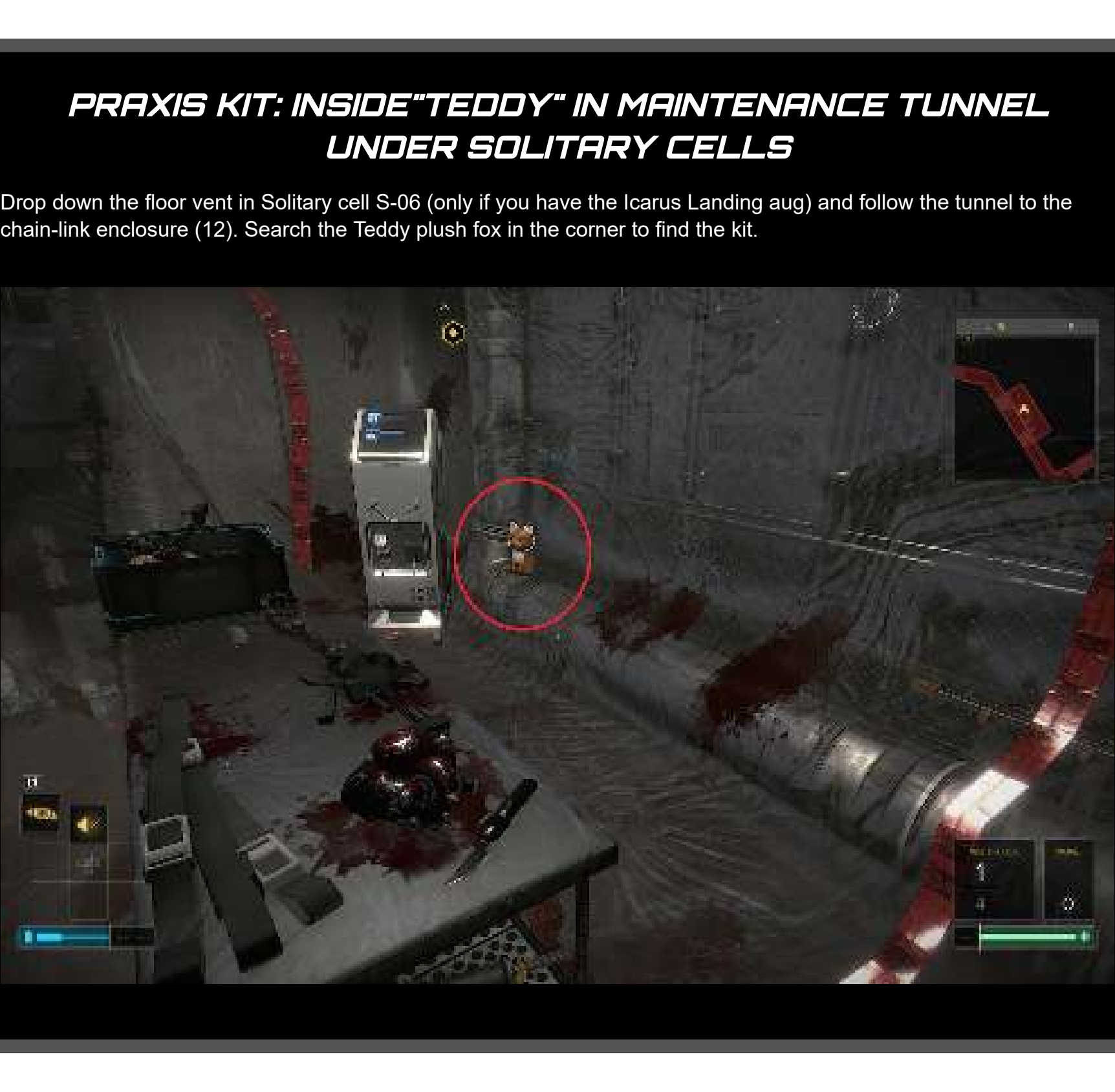




An augmented heart found in a maintenance tunnel under Solitary Confinement, amongst several other augmented limbs. It appears to have been recently removed from its owner.

PRAXIS KIT: INSIDE"TEDDY" IN MAINTENANCE TUNNEL UNDER SOLITARY CELLS

Drop down the floor vent in Solitary cell S-06 (only if you have the Icarus Landing aug) and follow the tunnel to the chain-link enclosure (12). Search the Teddy plush fox in the corner to find the kit.



ARIZONA STATE RIOT RESPONSE TEAM

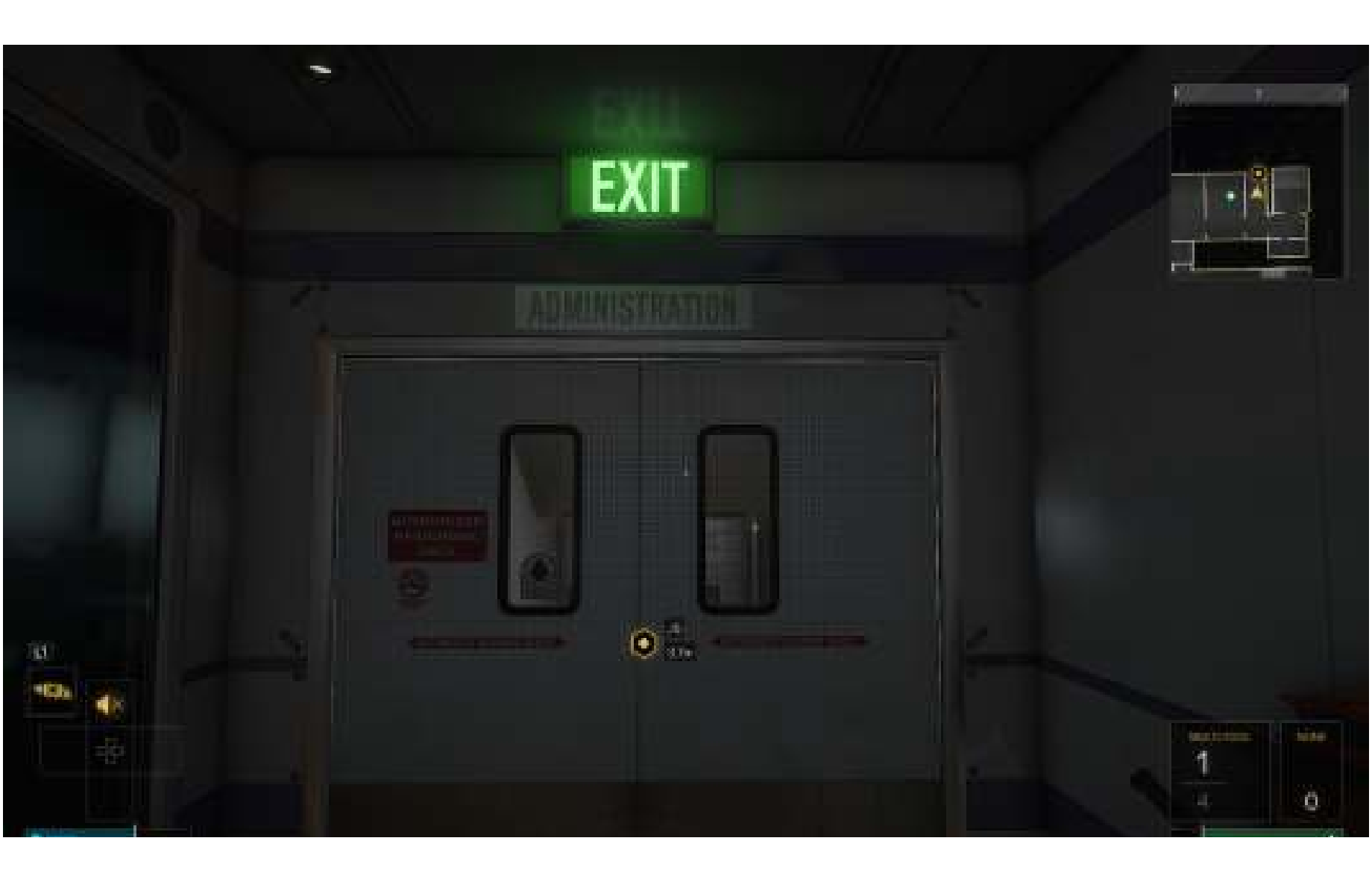
Sometime after the prison rebellion breaks out, a special SWAT unit arrives at The Pent House and starts retaking the prison buildings and yards.

GET TO THE ADMINISTRATION BUILDING

As Agent Guerrero explained, you can't escape until you override the prison's aircraft tracking system in the Warden's Office inside the Administration building. Here's a quick route from the Solitary maintenance tunnel to Administration:

Exit the chain-link enclosure where you found the Augmented Heart, turn right, and follow the passage to the door **(13)** that leads outside. Move along the opposite wall heading to the right until you reach another door **(14)** that leads back into Level 1 of the Tower. Follow the passage to the recessed door and press the button on the wall to open it. Go through to find yourself in the small storage room next to the Morgue!

Move through the Morgue and Infirmary. (Use The Fixer's Teddy to sell off stuff and buy new stuff if you want.) After you exit the Infirmary doors, turn left and proceed through the doors under the Administration sign.



A Criminal Past DLC

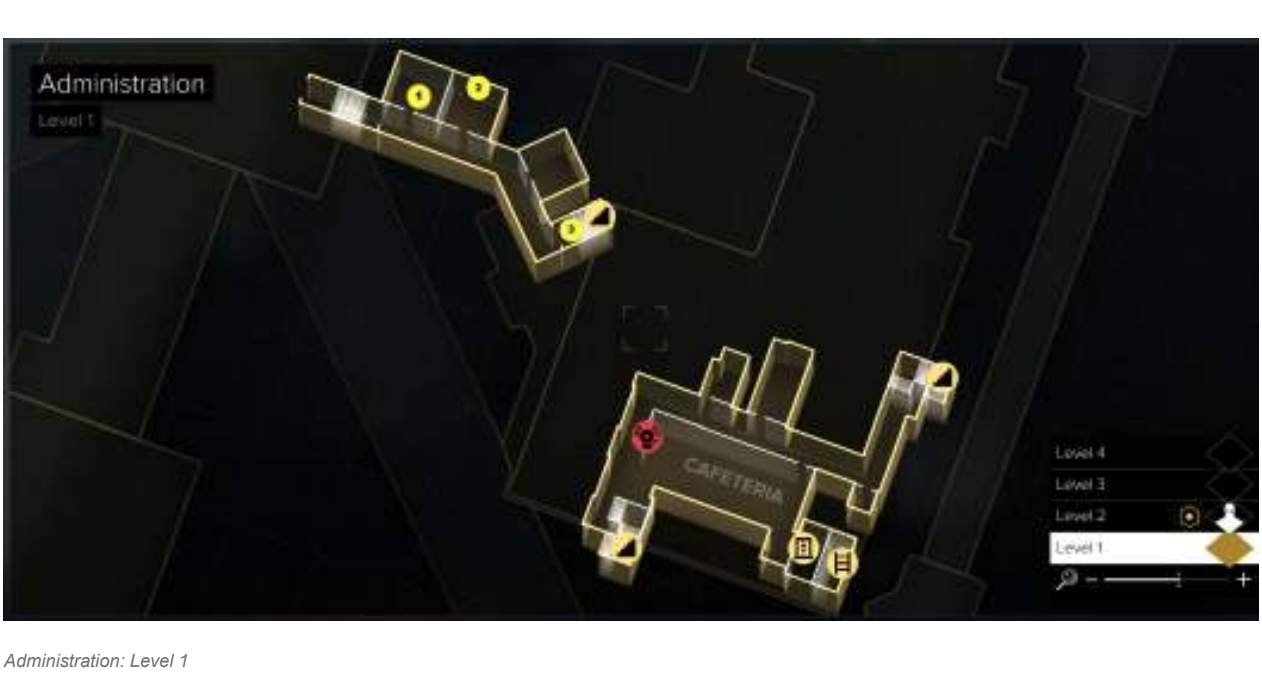
Get to the Warden's Office

OBJECTIVES

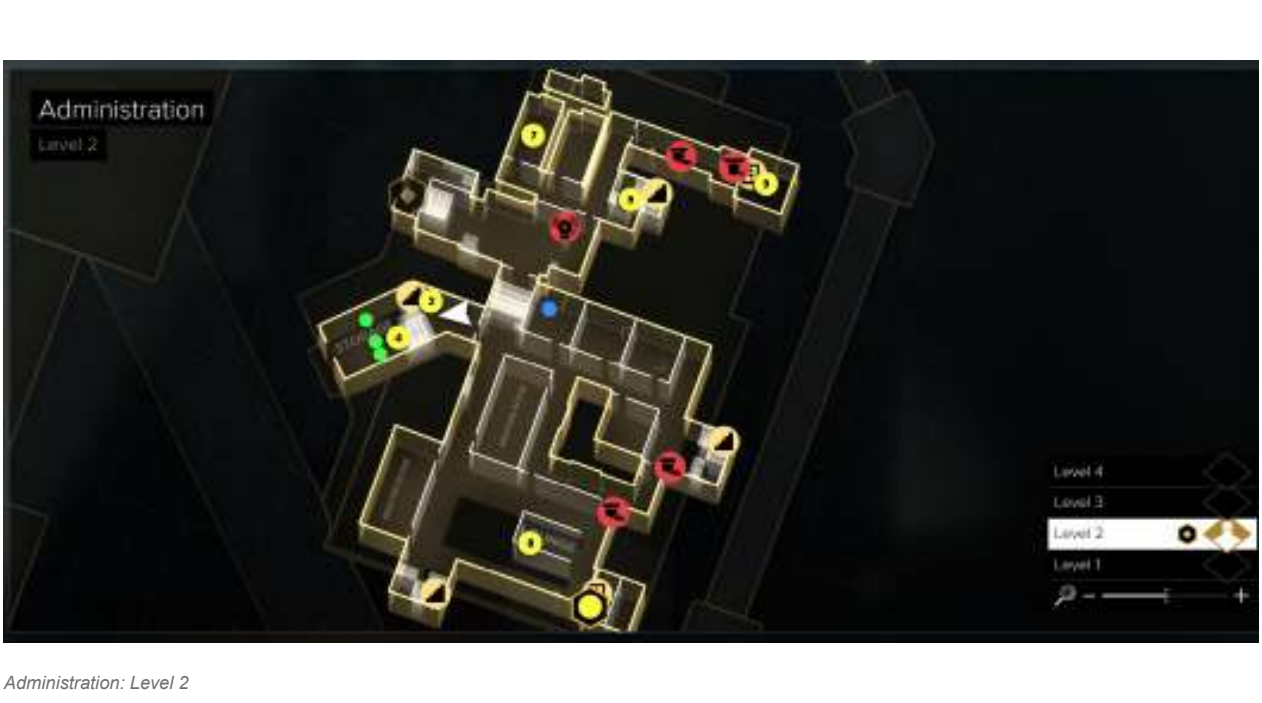
Shut down the transport tracking system

Optional: Investigate the Infirmary

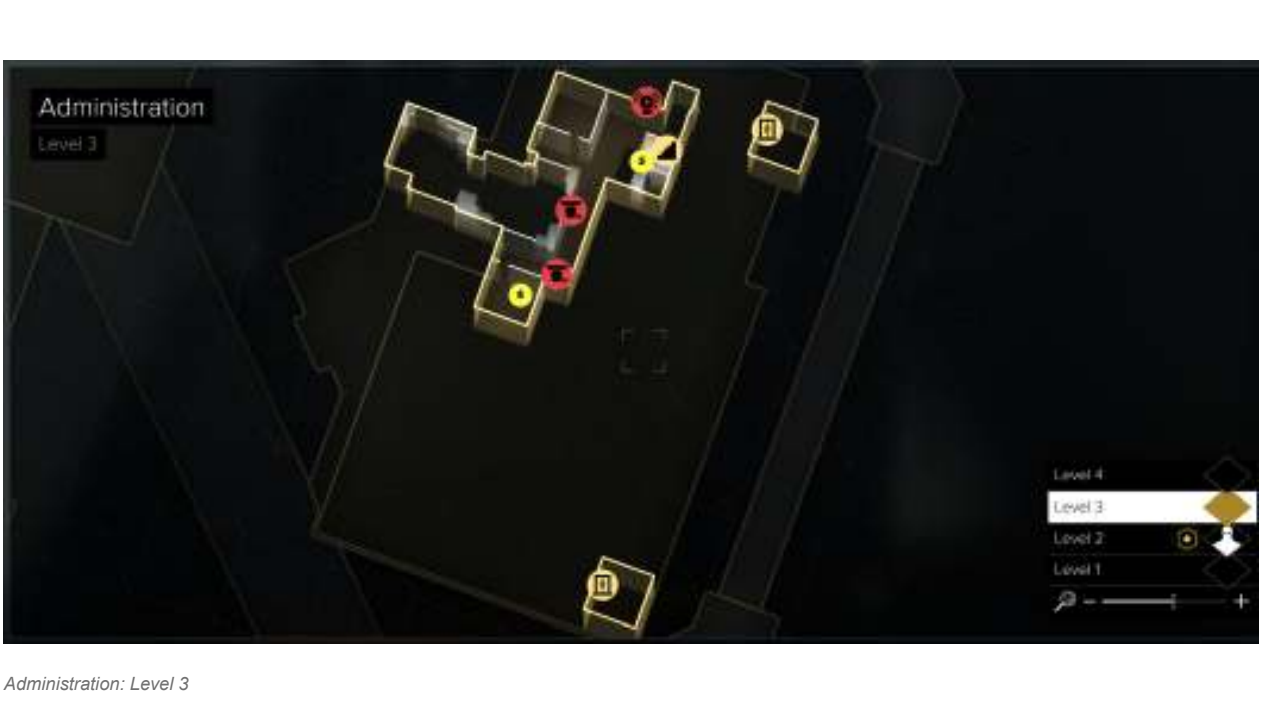
OVERVIEW



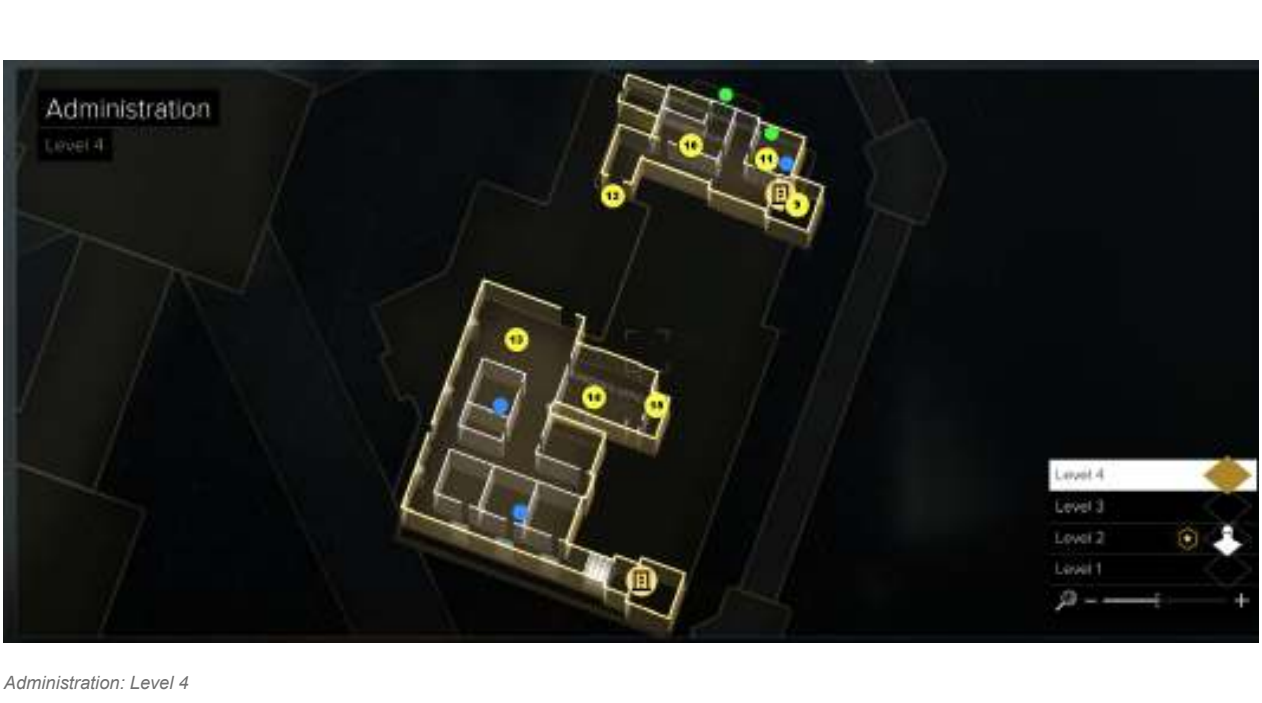
Administration: Level 1



Administration: Level 2



Administration: Level 3



Administration: Level 4

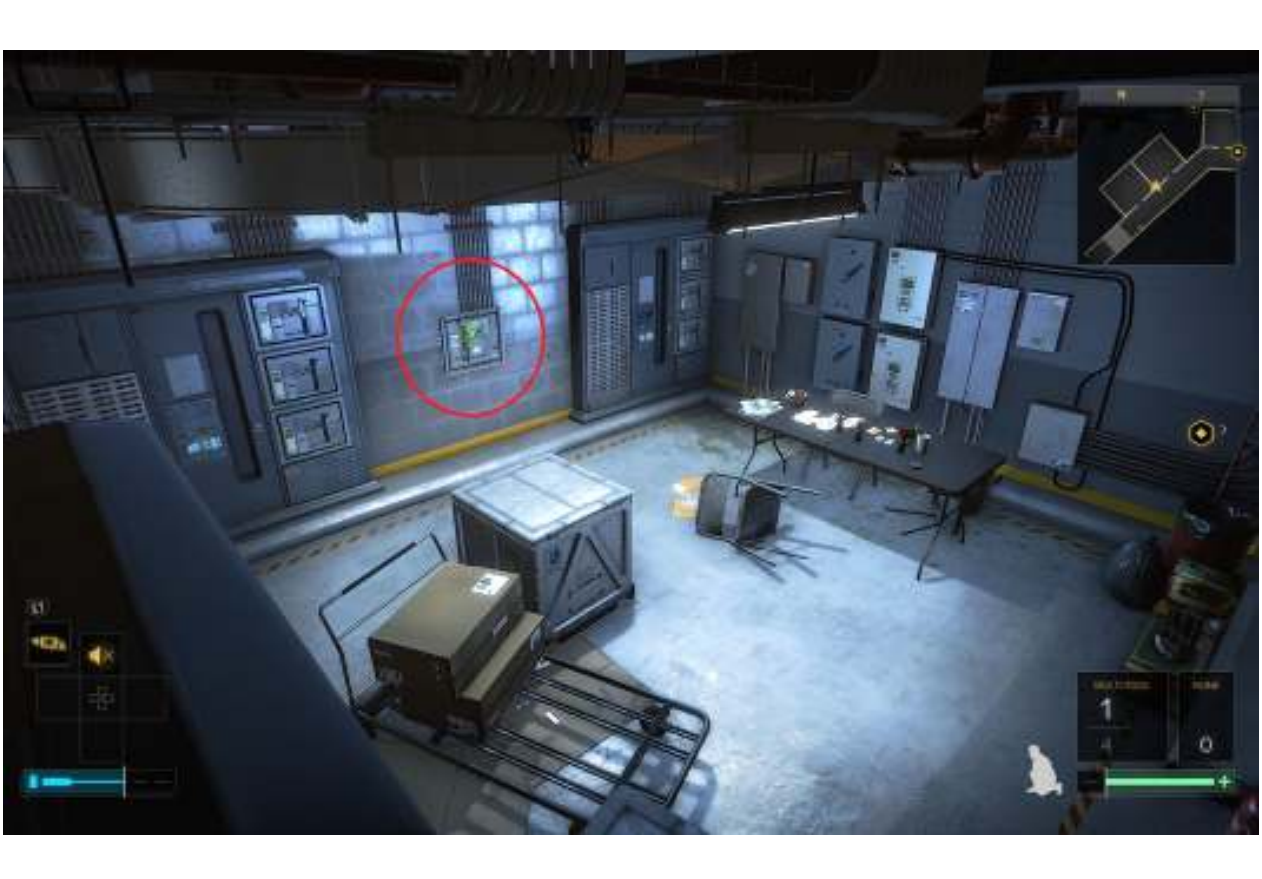
MAP LEGEND

1: Generator room
2: Breaker switch
3: Stairs to Level 2
4: Storage (3 Praxis Kits)
5: Stairs to Level 3
6: Room 202 (security terminal)
7: Men's Room (passcode)
8: Lounge (passcode)
9: Elevator
10: Security terminal
11: Stenger's office
12: Exit to roof walkway
13: Management
14: Warden's office
15. Transport tracking system
[BLUE CIRCLE] = EBook
[GREEN CIRCLE] = Praxis Kit

SHUT DOWN THE TRANSPORT TRACKING SYSTEM

GET PAST THE ELECTRIFIED HALL

The corridor leading into Level 1 of the Administration building is blocked by electrical discharges. Turn left into the Diesel Generator room **(1)**. Turn right, jump atop the lockers, then crawl through the wall opening into the next room. Electricity surges through this room, but you can rush directly to the Breaker switch **(2)** on the far wall (circled in our shot) and shut off the power. Now you can follow the corridor and climb the staircase **(3)** to Level 2 of Administration.

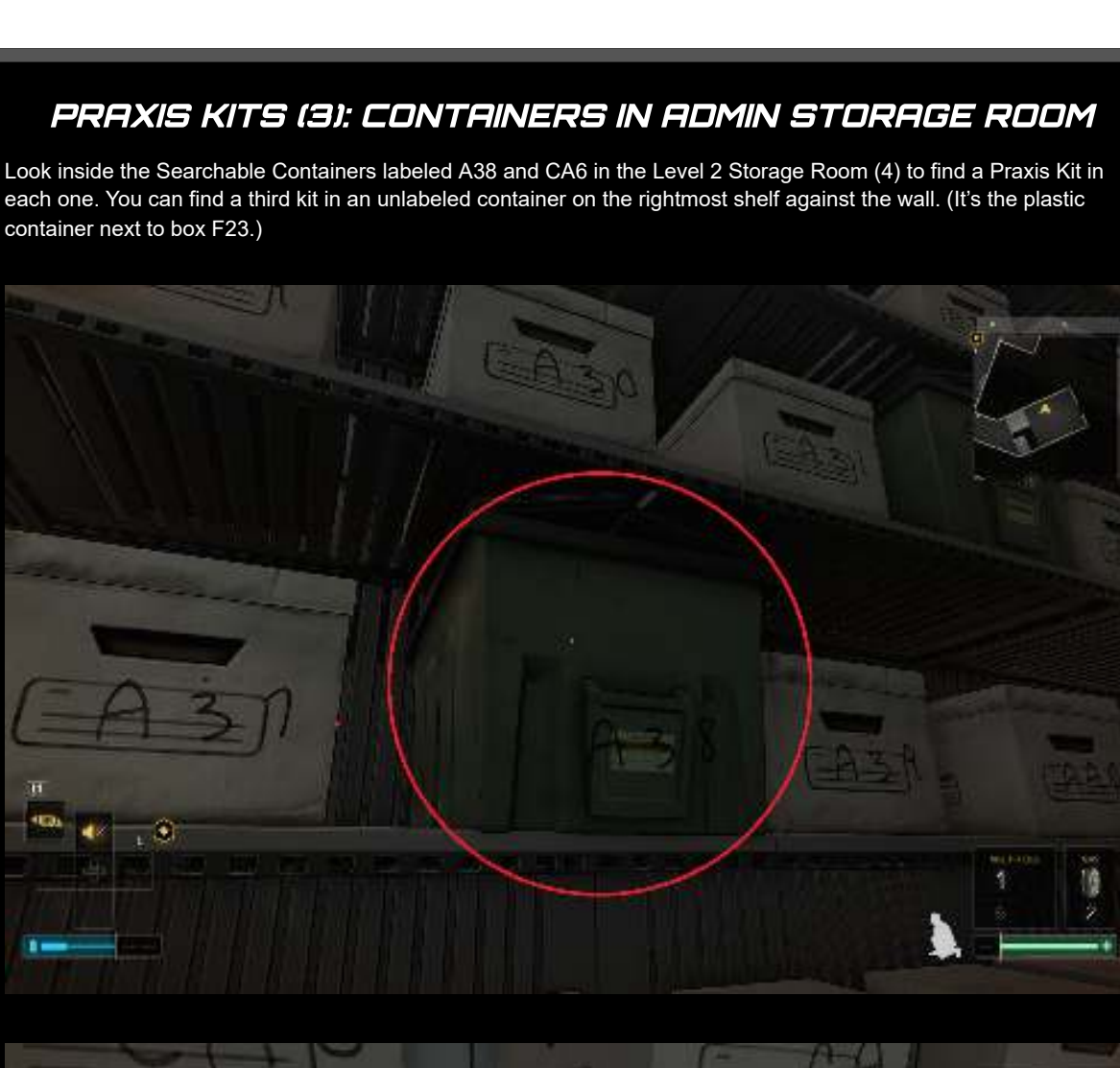


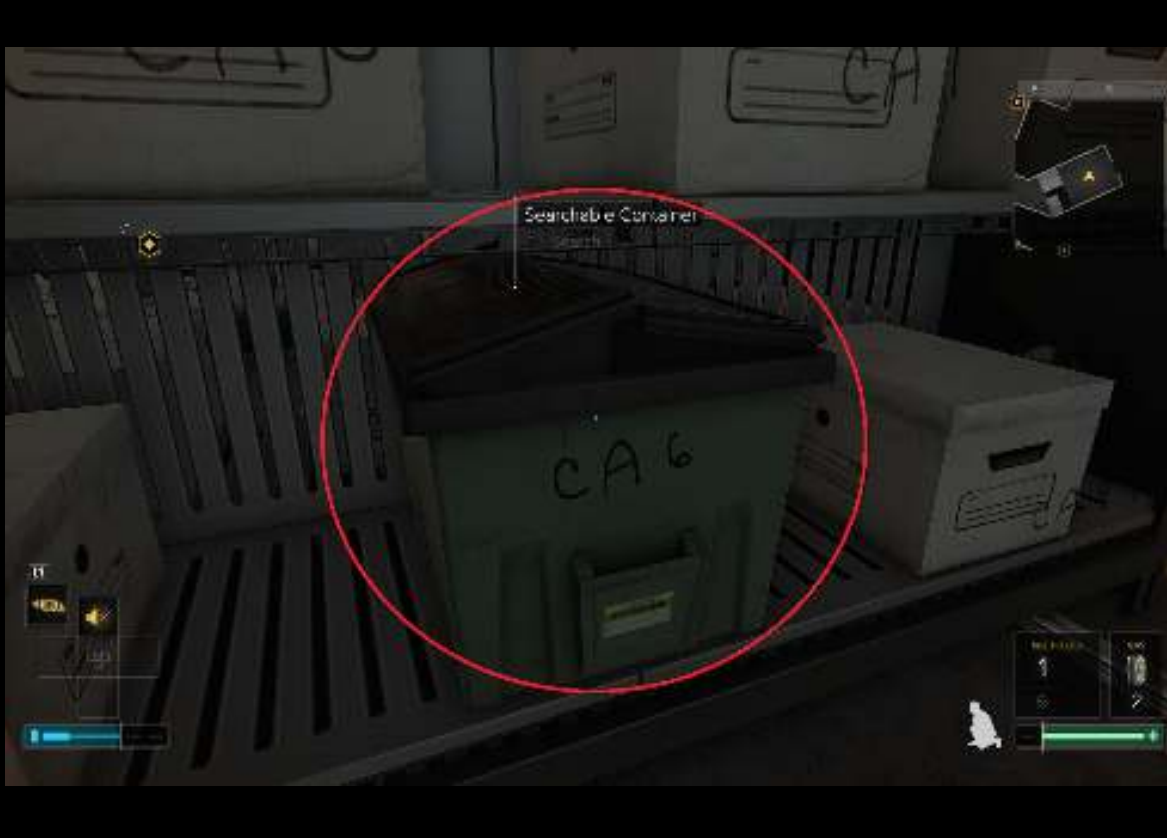
LOOT THE STORAGE SHELVES!

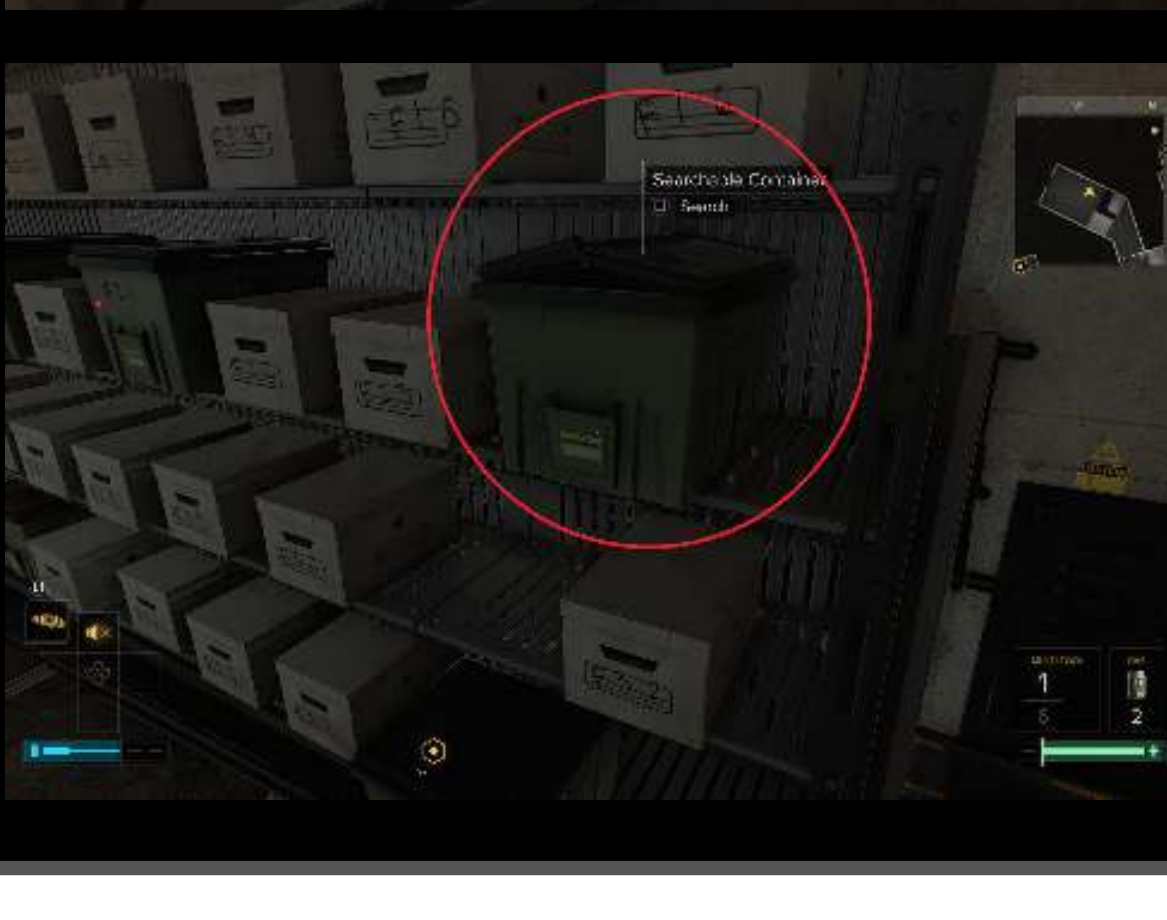
Turn right at the top of the stairs and enter the Storage area **(4)**. It's loaded with items stashed inside plastic containers, including three Praxis Kits, so take your time and scour all the shelves. Exit the room, take cover at the next door, and listen to the guards on the other side.

PRAXIS KITS (3): CONTAINERS IN ADMIN STORAGE ROOM

Look inside the Searchable Containers labeled A38 and CA6 in the Level 2 Storage Room (4) to find a Praxis Kit in each one. You can find a third kit in an unlabeled container on the rightmost shelf against the wall. (It's the plastic container next to box F23.)



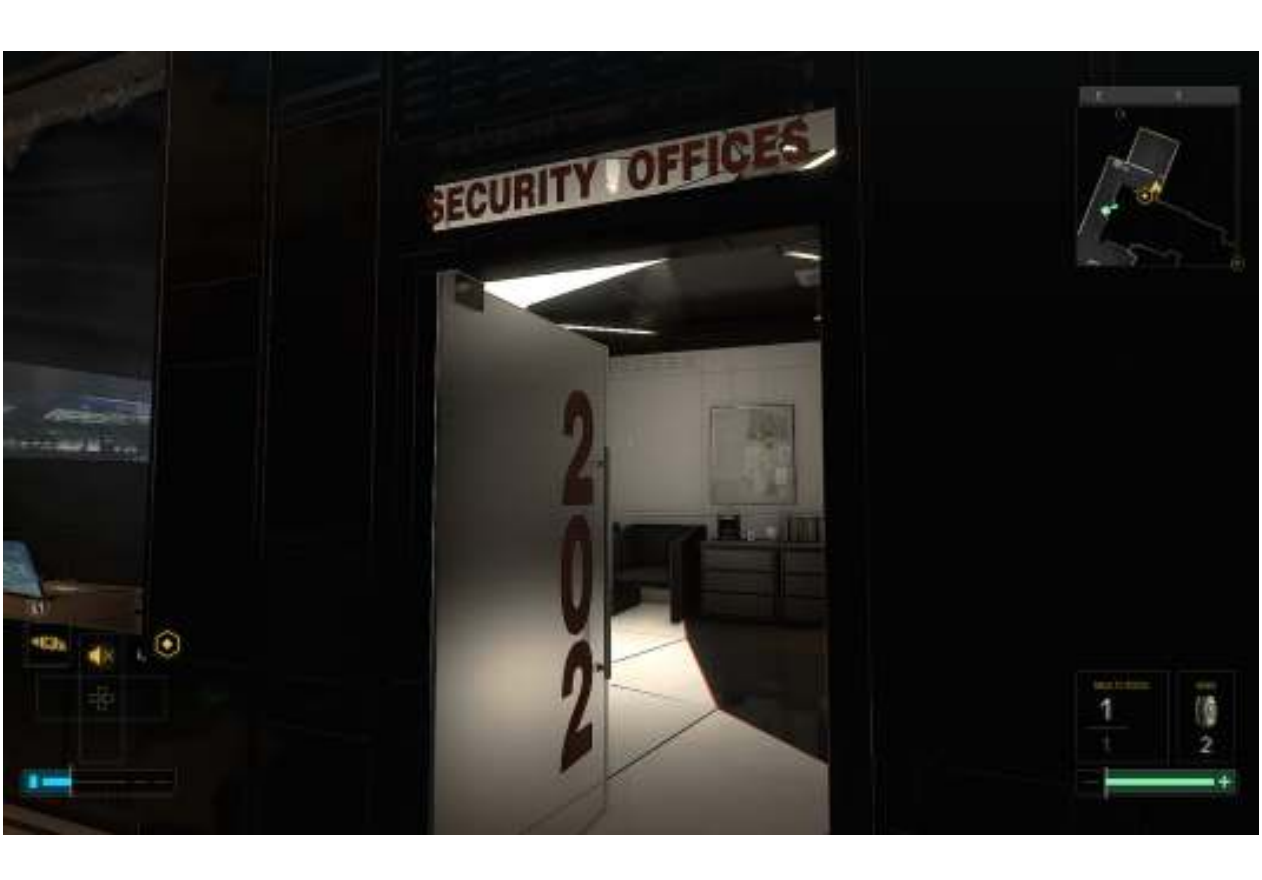




OPTIONAL: INFILTRATE THE LEVEL 3 SECURITY OFFICE

Although Flossy and crew control the Warden's Office on Level 4, the rest of the Administration building is now crawling with heavily armed riot police. You can try a frontal assault and shoot your way upstairs, but it's difficult. A better approach is to use stealth, silent takedowns, and stun weaponry to quietly work across the levels, finding security terminals and disabling automated defenses.

Note that Levels 2 and 3 also feature a lot of offices and meeting rooms that you can search for items, including some up the staircase on Level 3. Tip: Sneak up those stairs **(5)** and get to Room 202 **(6)** on Level 3. Enter and hack the Office Camera Control security laptop. Put all four turrets on Friendly Fire so they will shoot at the guards! Let the guns work for a minute or two. When the howling ends, disable all the turrets so you can move around more safely.



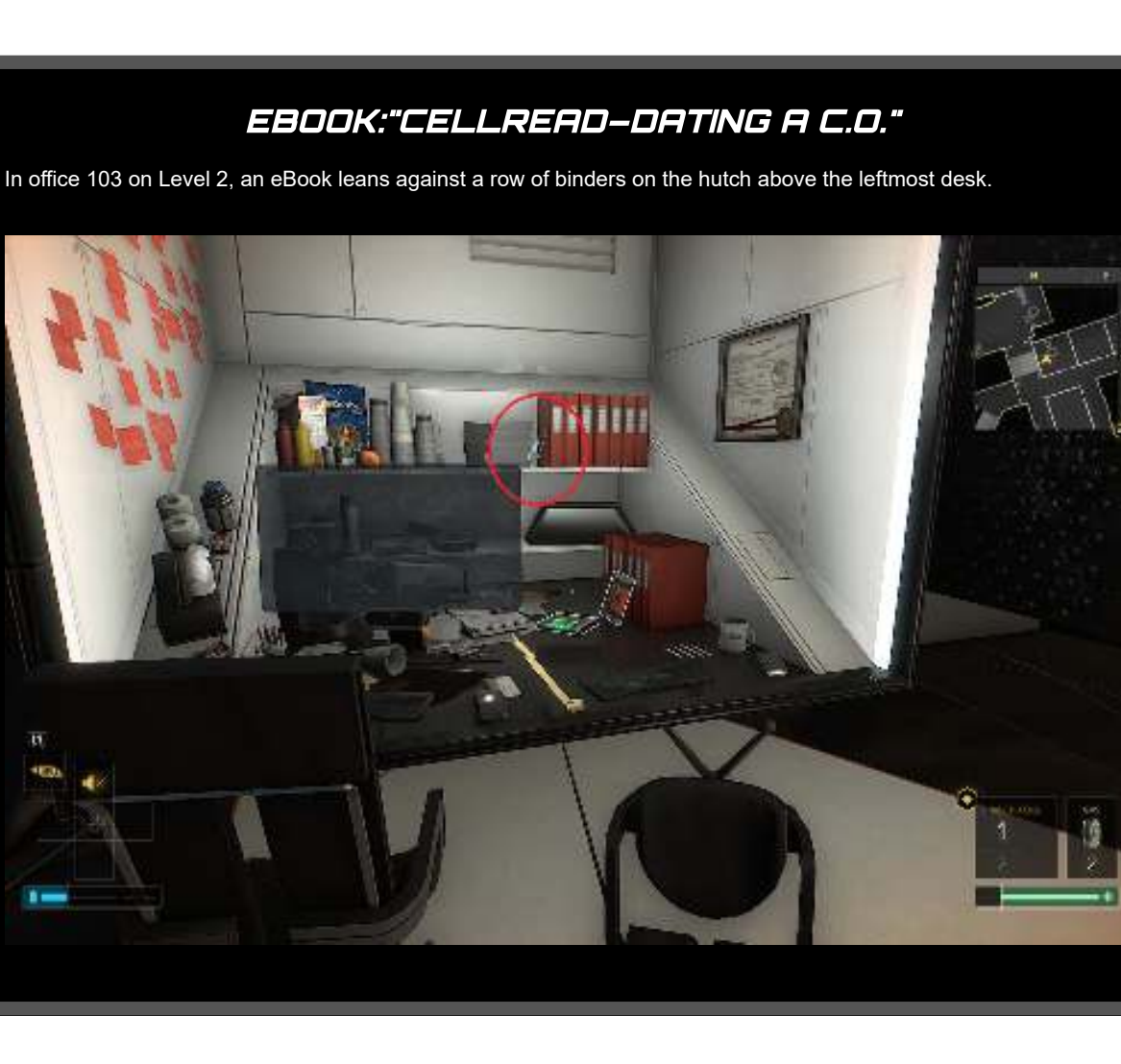
OPTIONAL: EXPLORE THE LEVELS

You can find an eBook in Room 103 and a Pocket Secretary on the floor of Room 106 near the tilted bookcase. Read the entry entitled "Worthmuller" for a disturbing psychological profile of the Fixer. This triggers a dialogue exchange in the present between Jensen and Dr. Auzenne. (Acquiring this evidence can affect the game's ending.) on a sink in the Men's Restroom

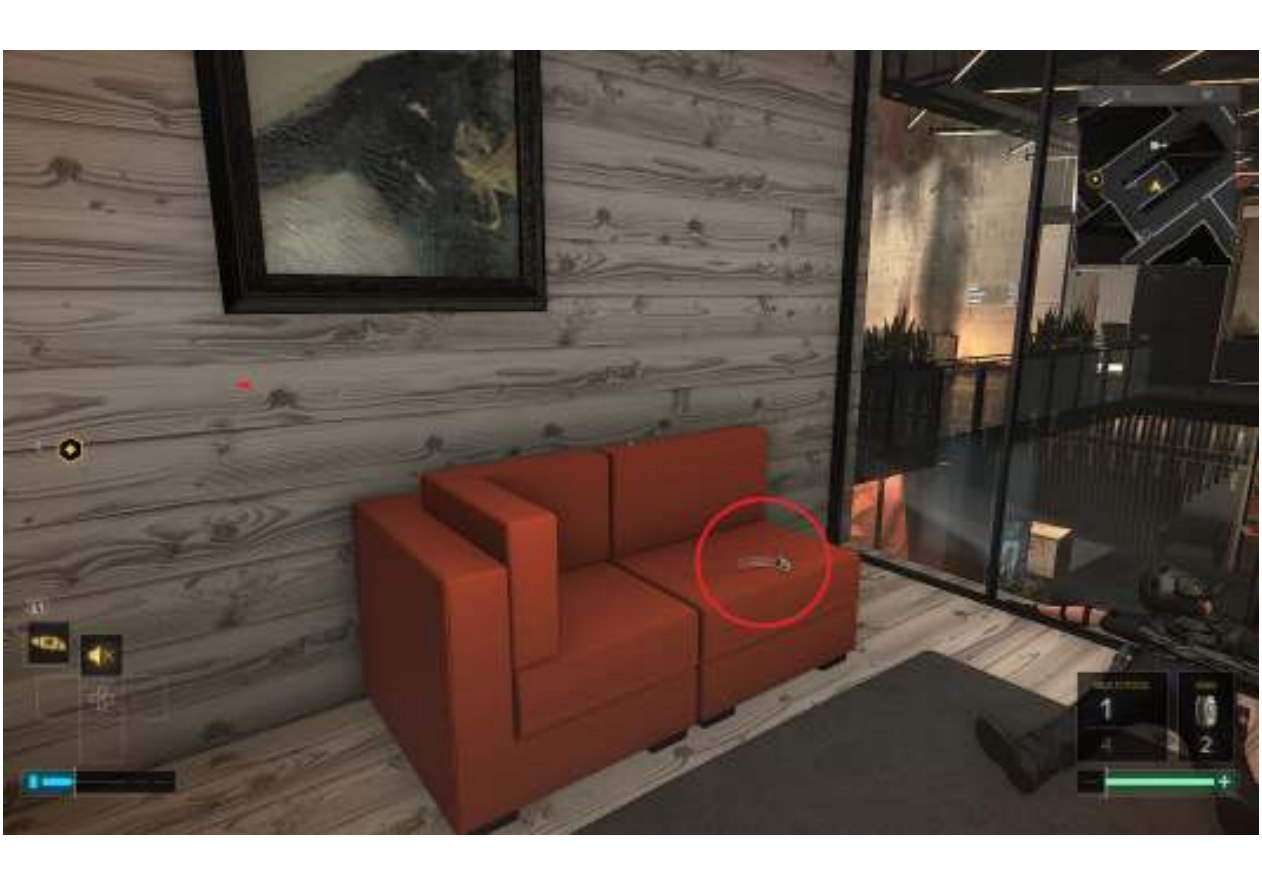
You can find another Pocket Secretary on a sink in the Level 2 Men's Restroom **(7)** with the passcode **2297**. This opens the door into the Storage Room from the outside[el] but of course you don't need to do that in this walkthrough, since you've already looted the Storage Room. There's a Restricted Access Keycard on the floor in one of the stalls in the Women's Restroom.

EBOOK:"CELLREAD–DATING A C.O."

In office 103 on Level 2, an eBook leans against a row of binders on the hutch above the leftmost desk.

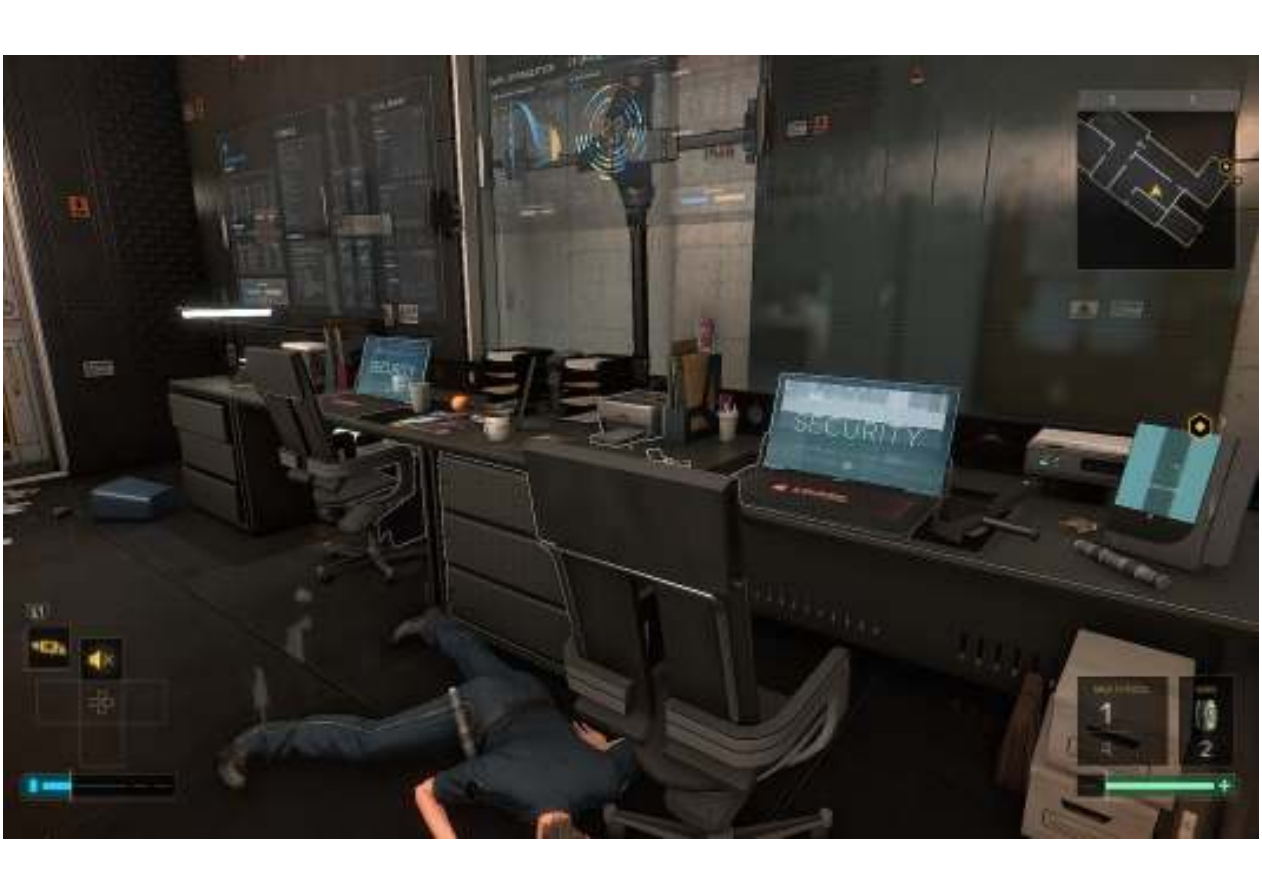


In the Lounge **(8)**, find the Pocket Secretary on the sofa (circled in our shot) and read the entry"Codes for the Elevator Area" to learn that **S3CUR3SYST3M** is the code for Administration's main security hub. You can also hack into the nearby Security laptop on another sofa and either disable the mobile turret just around the corner or, for fun, switch it to Friendly Fire mode and let it mow down guards.



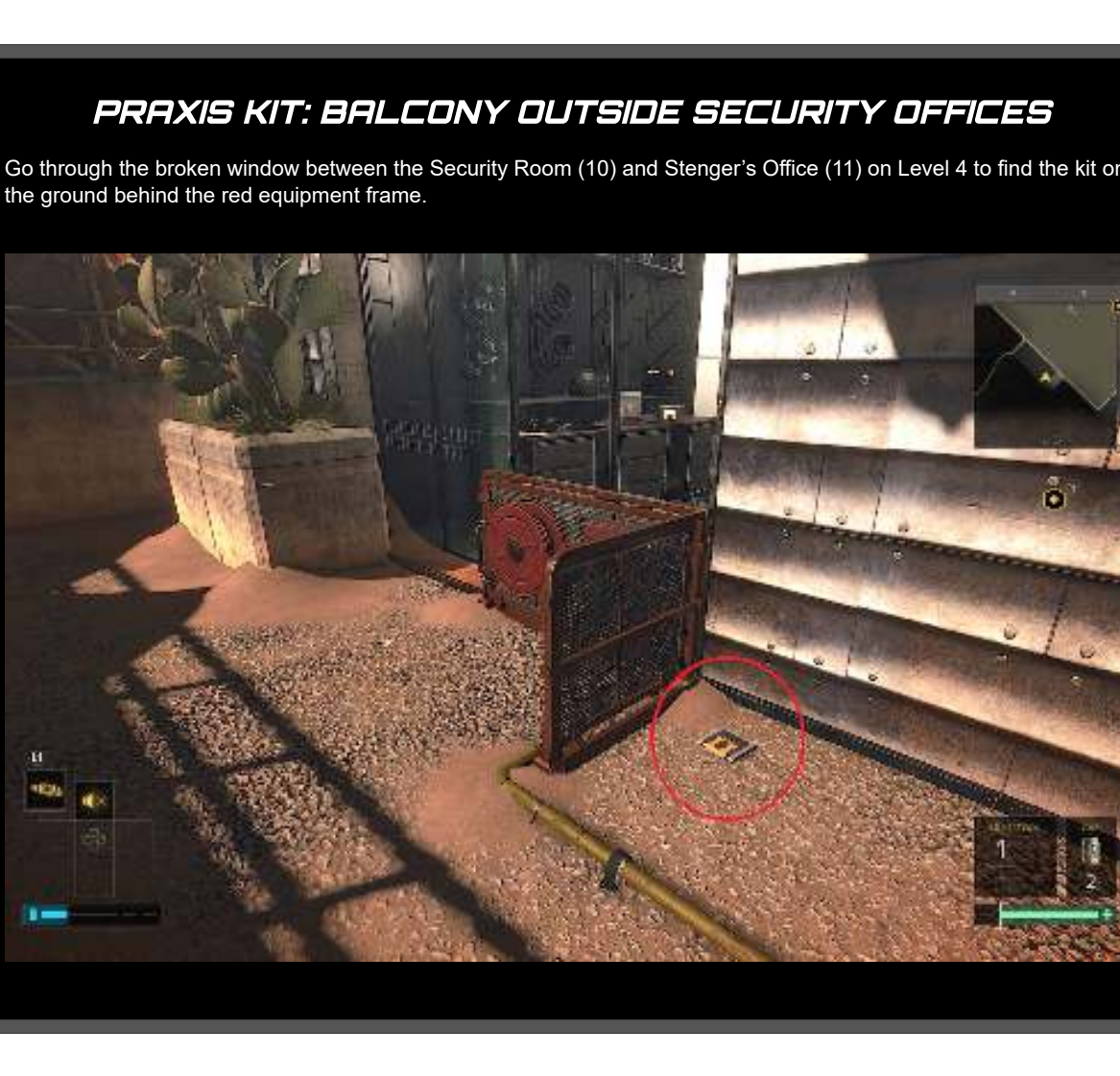
EXPLORE THE MAIN SECURITY HUB

Now use the northeast elevator **(9).** (Make sure you disabled the turret in its approach corridor back in Room 202). Enter and select"Security Offices" to ride up to Level 4. Riot squad units are here; eliminate them one by one. Find the Praxis Kit outside on the balcony, then enter the security office **(10)** and use the Admin Corridor Security terminal (the one on the right) to enter the code **S3CUR3SYST3M**. Hack the nearby Roof Access security terminal to disable the cameras and open the roof access door.



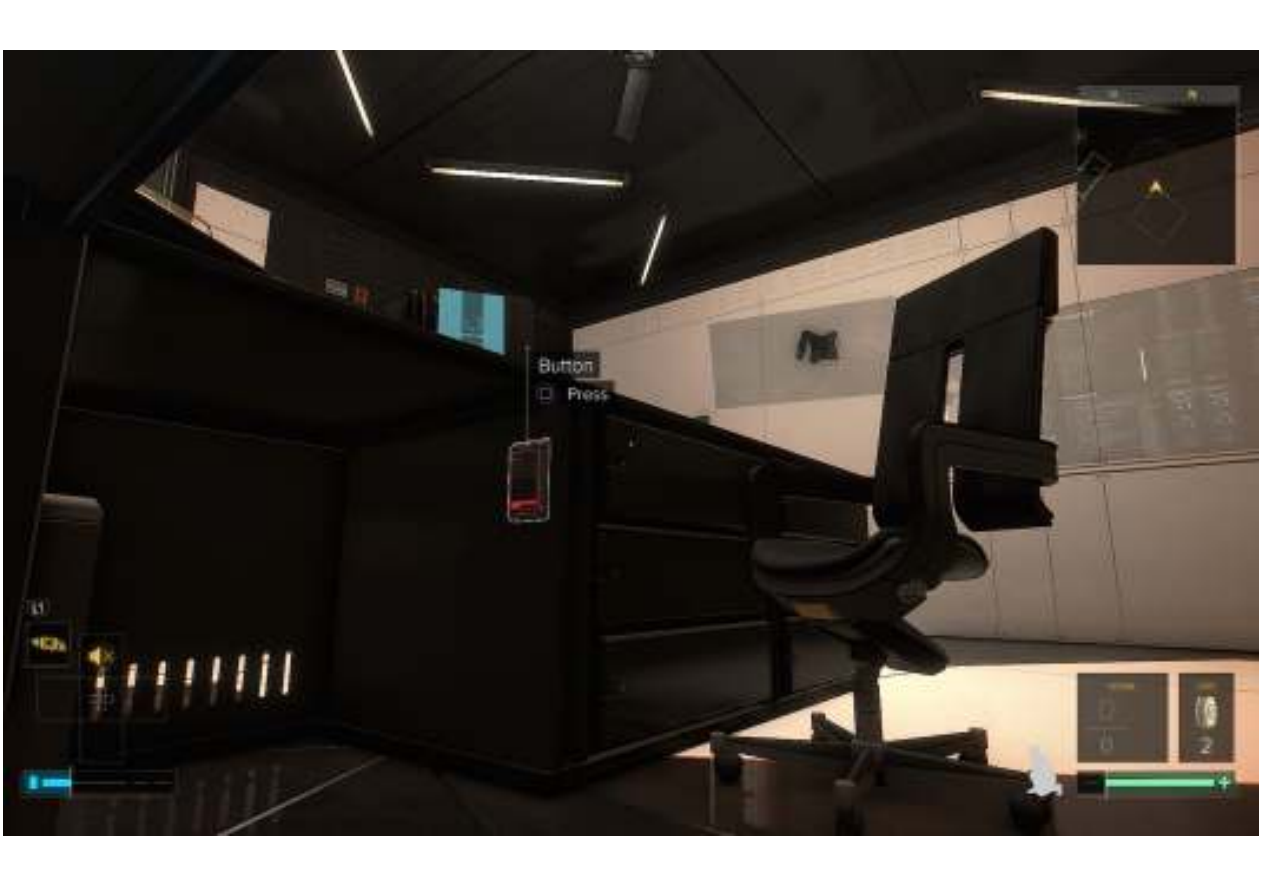
PRAXIS KIT: BALCONY OUTSIDE SECURITY OFFICES

Go through the broken window between the Security Room (10) and Stenger's Office (11) on Level 4 to find the kit on the ground behind the red equipment frame.

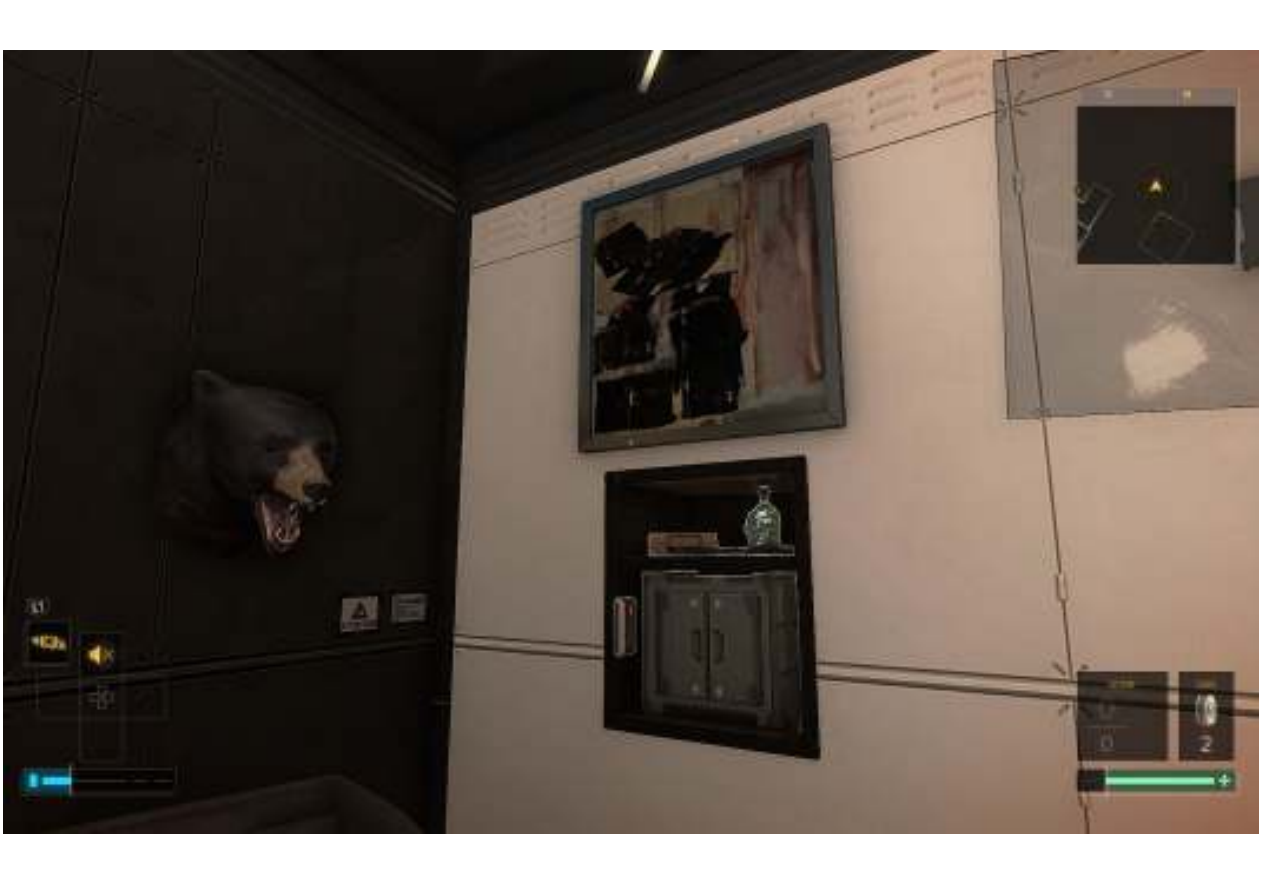


EXPLORE STENGER'S OFFICE

Now hack into Stenger's Office **(11)** and enter it. Find the eBook on the bookshelf and check out some interesting emails on his computer. After doing so, crouch and find the button underneath his desk.

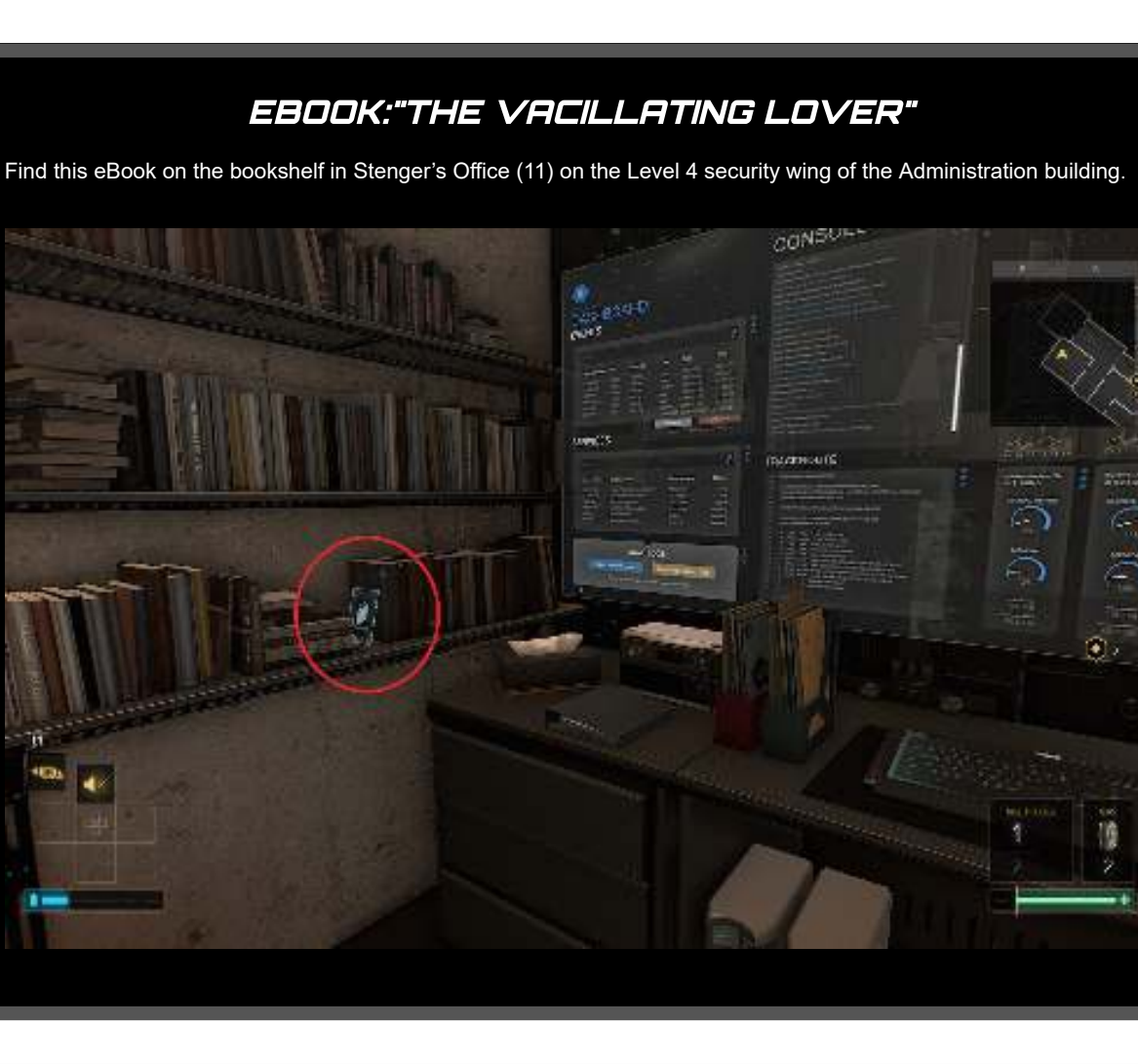


Press the button to raise the painting across the room, revealing a secret compartment. There's a safe inside, but it's locked. (You can grab a Praxis Kit, though.) If you highlight the keycard reader next to the safe, you see that it requires"Stenger's Keycard."



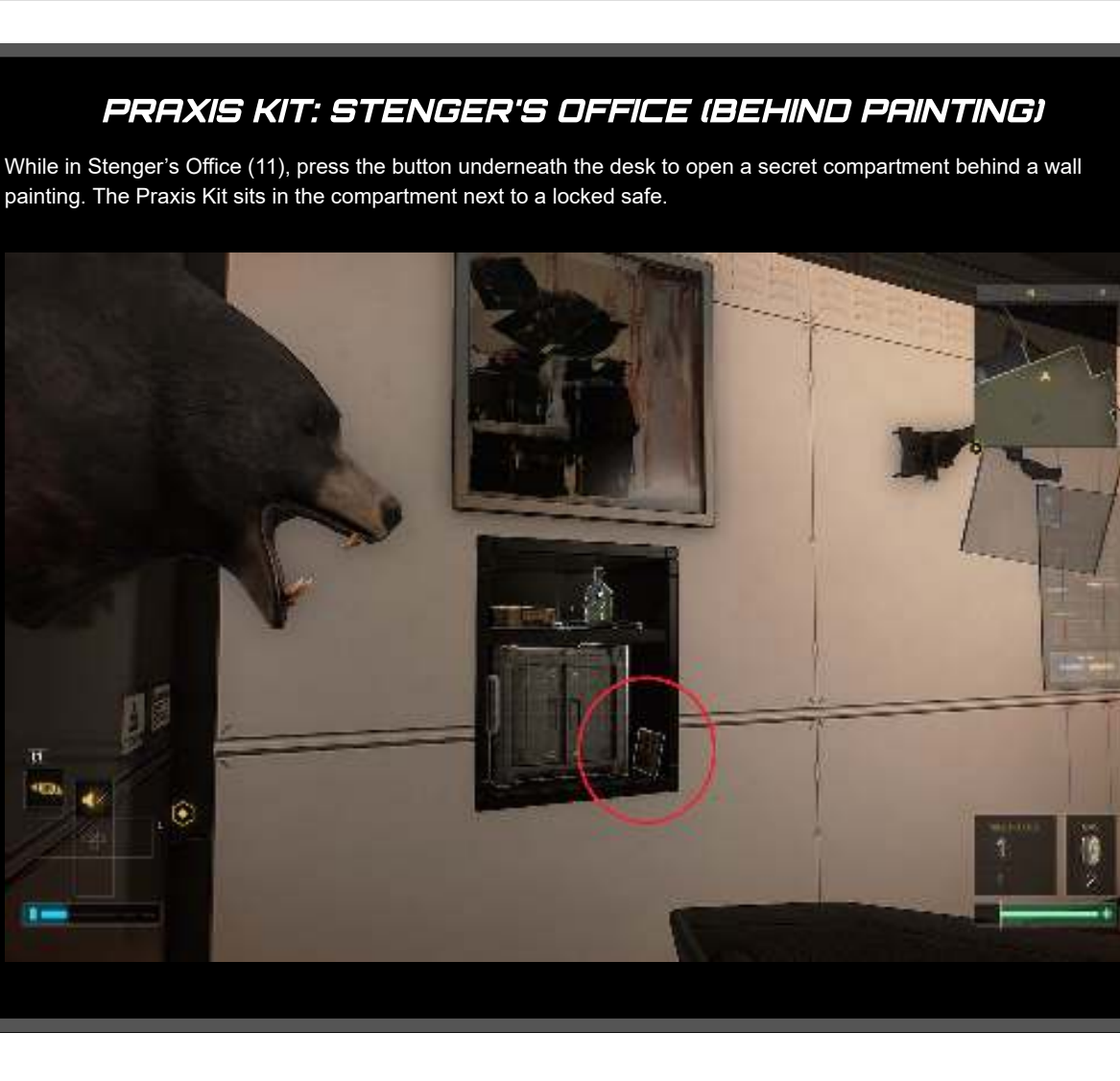
EBOOK:"THE VACILLATING LOVER"

Find this eBook on the bookshelf in Stenger's Office (11) on the Level 4 security wing of the Administration building.

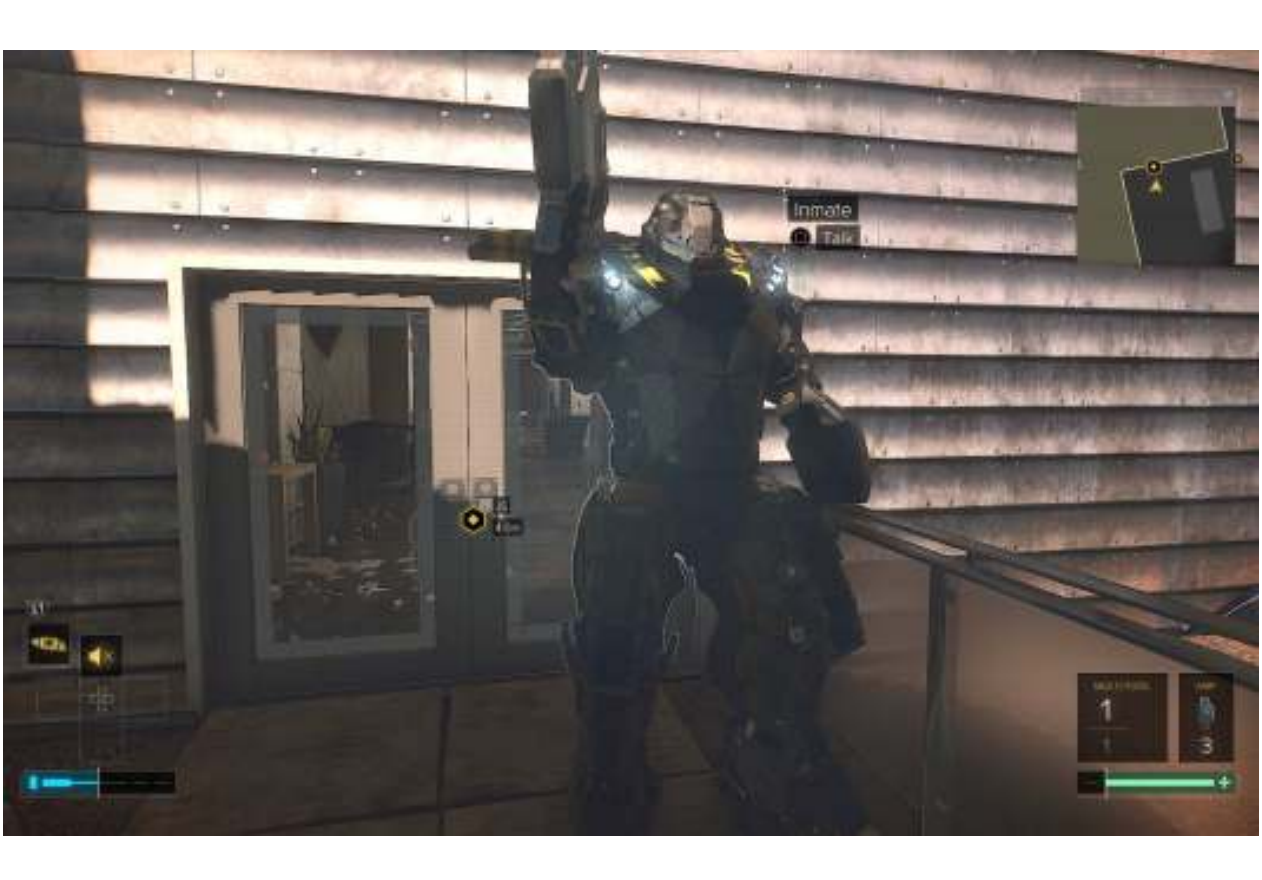


PRAXIS KIT: STENGER'S OFFICE (BEHIND PAINTING)

While in Stenger's Office (11), press the button underneath the desk to open a secret compartment behind a wall painting. The Praxis Kit sits in the compartment next to a locked safe.



Exit via the doors **(12)** leading onto the roof and follow the walkway to the Management wing **(13)** of Level 4. Don't be afraid of the robotic exo-suit down the corridor; it has an inmate inside, not a guard!

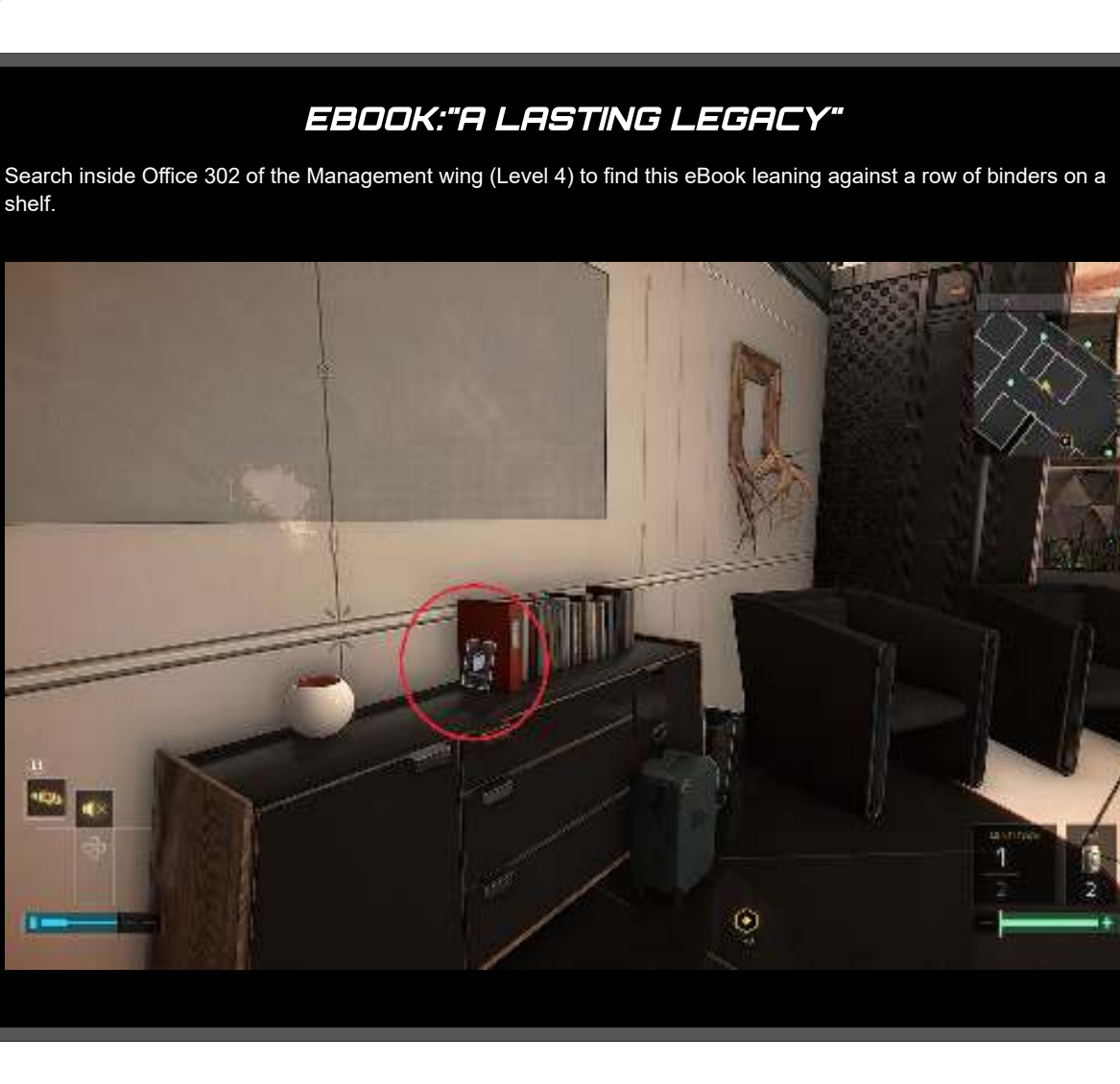


EXPLORE THE MANAGEMENT AREA

The inmates have full control of the Management wing, so just walk inside. Explore the area to find eBooks in Offices 302 and 305.

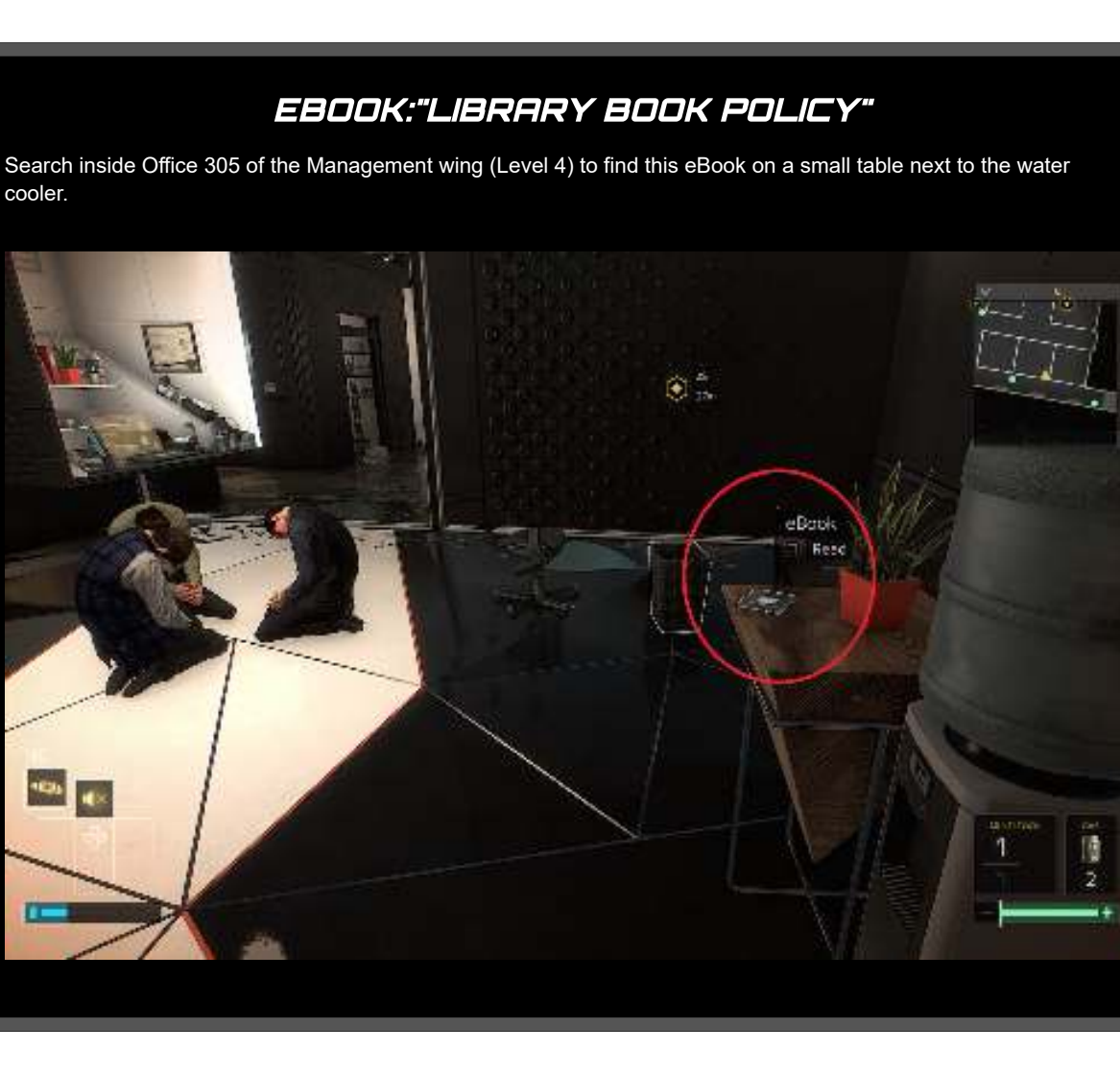
EBOOK:"A LASTING LEGACY"

Search inside Office 302 of the Management wing (Level 4) to find this eBook leaning against a row of binders on a shelf.



EBOOK:"LIBRARY BOOK POLICY"

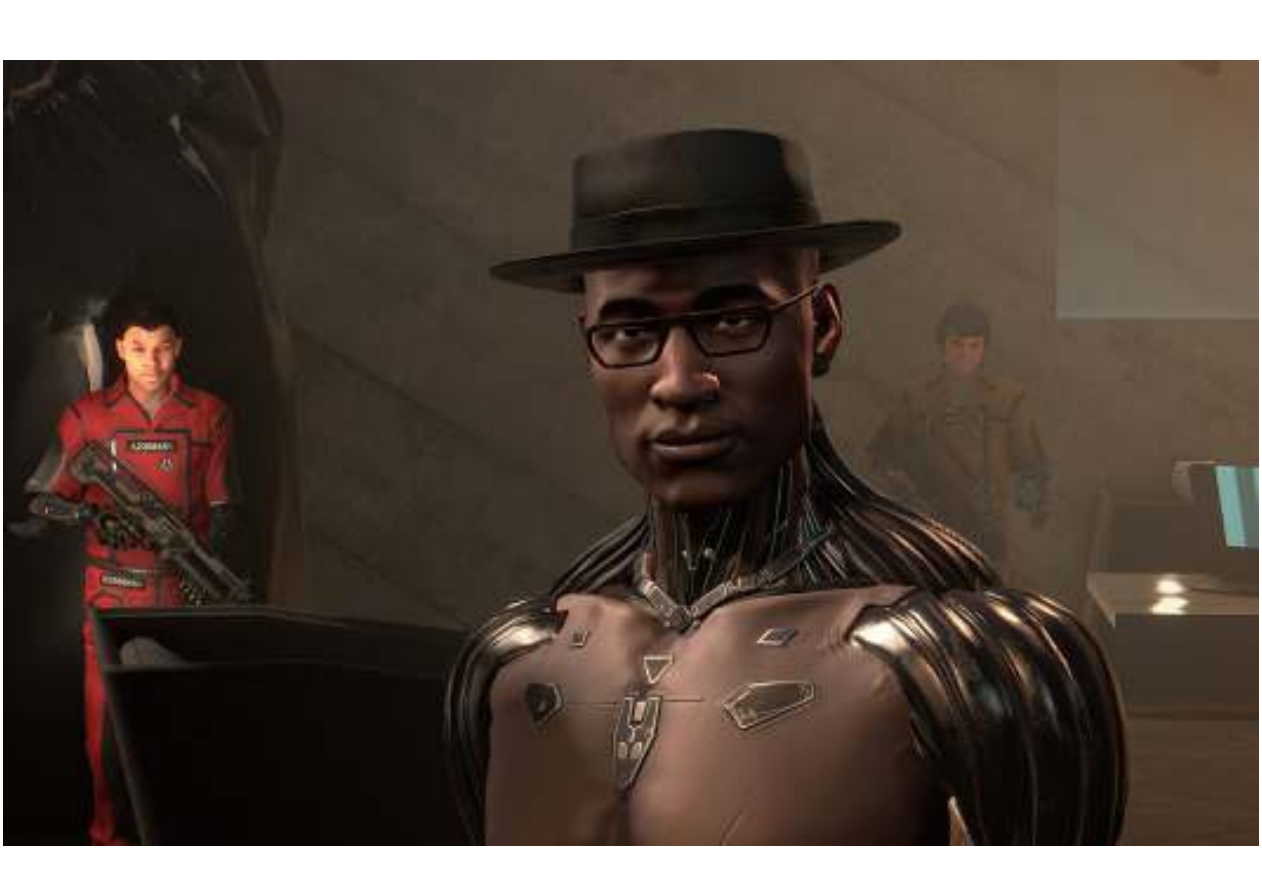
Search inside Office 305 of the Management wing (Level 4) to find this eBook on a small table next to the water cooler.



TALK TO FLOSSY IN THE WARDEN'S OFFICE

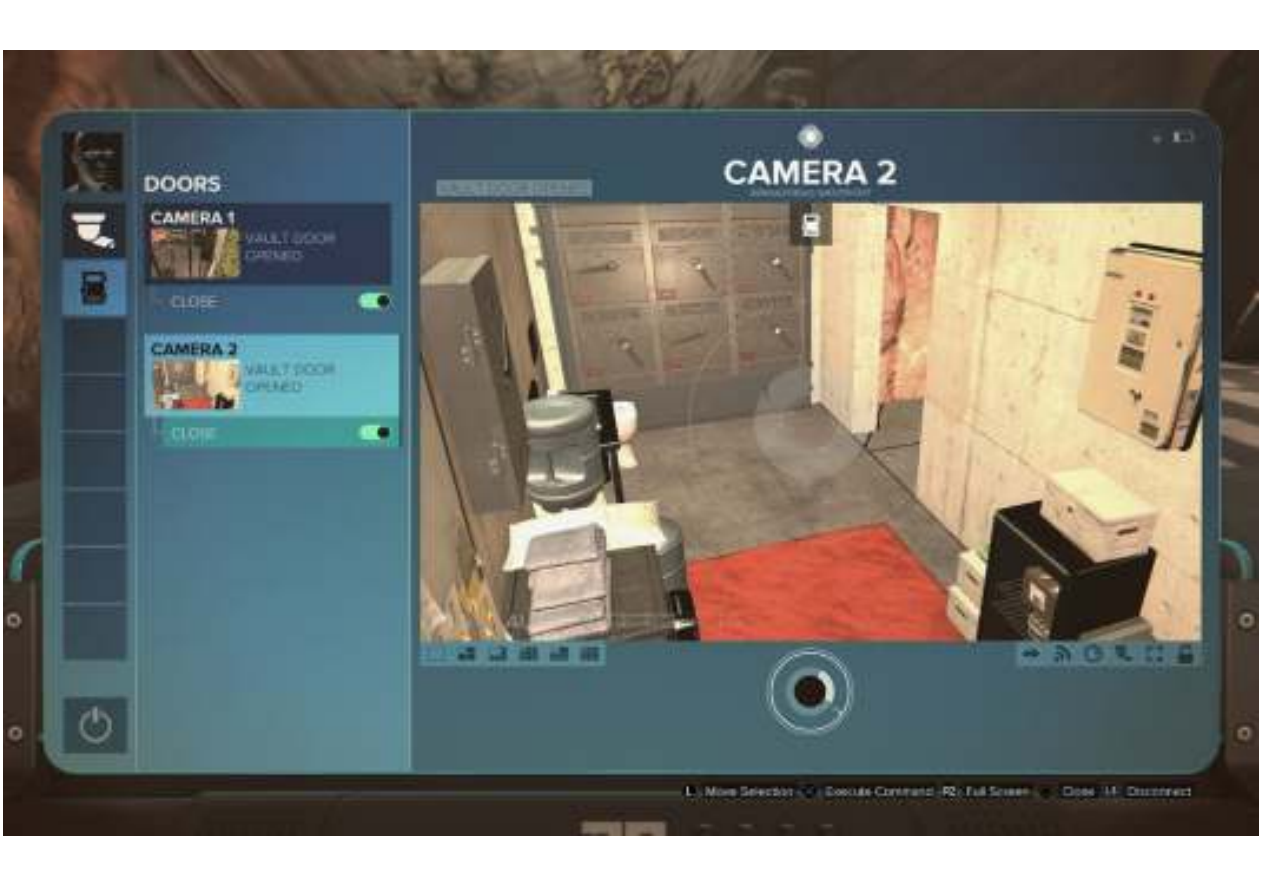
Enter the Warden's Office **(14)** to trigger a cutscene: Flossy greets Jensen. Note that Flossy's reaction to Jensen depends on whether or not you delivered the Altered Biocell to Red Shoes as he requested:

- If you did make the delivery, Flossy reacts positively to Jensen; however, if you select the"Angry" dialogue selection, you run the risk of triggering combat with Flossy.
- If you did not make the delivery to Red Shoes, Flossy will react negatively to Jensen's arrival. However, you can interrupt and reason with Flossy to avoid combat.

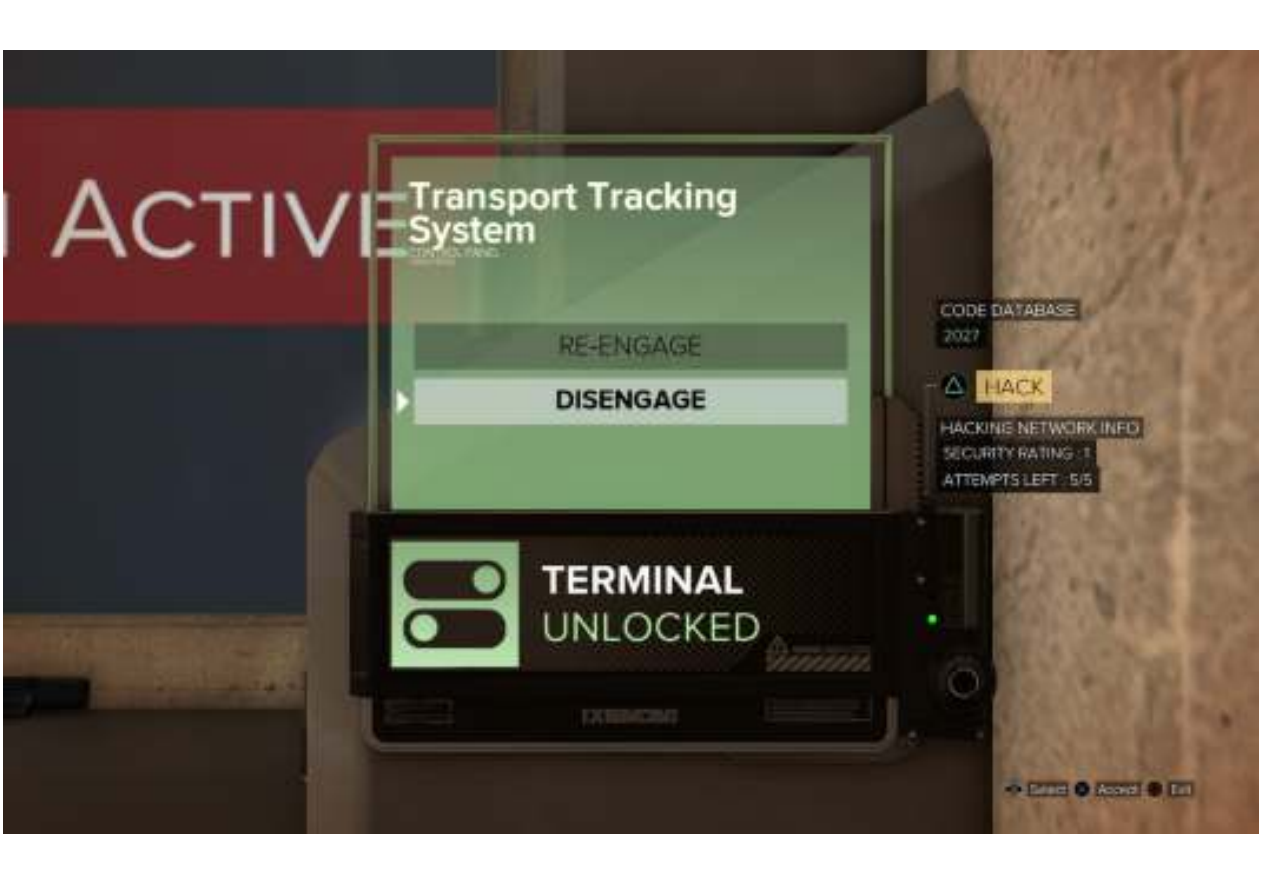


SHUT DOWN THE TRANSPORT TRACKING SYSTEM

Pick up the Pocket Secretary on the small table in the Warden's Office and read the"Override Code Update" entry: the override code for the transport system is **2027**. Access the unlocked"Patsy Perkins" security terminal on the desk. Open the vault door viewed by Camera 2; the door slides open behind you.

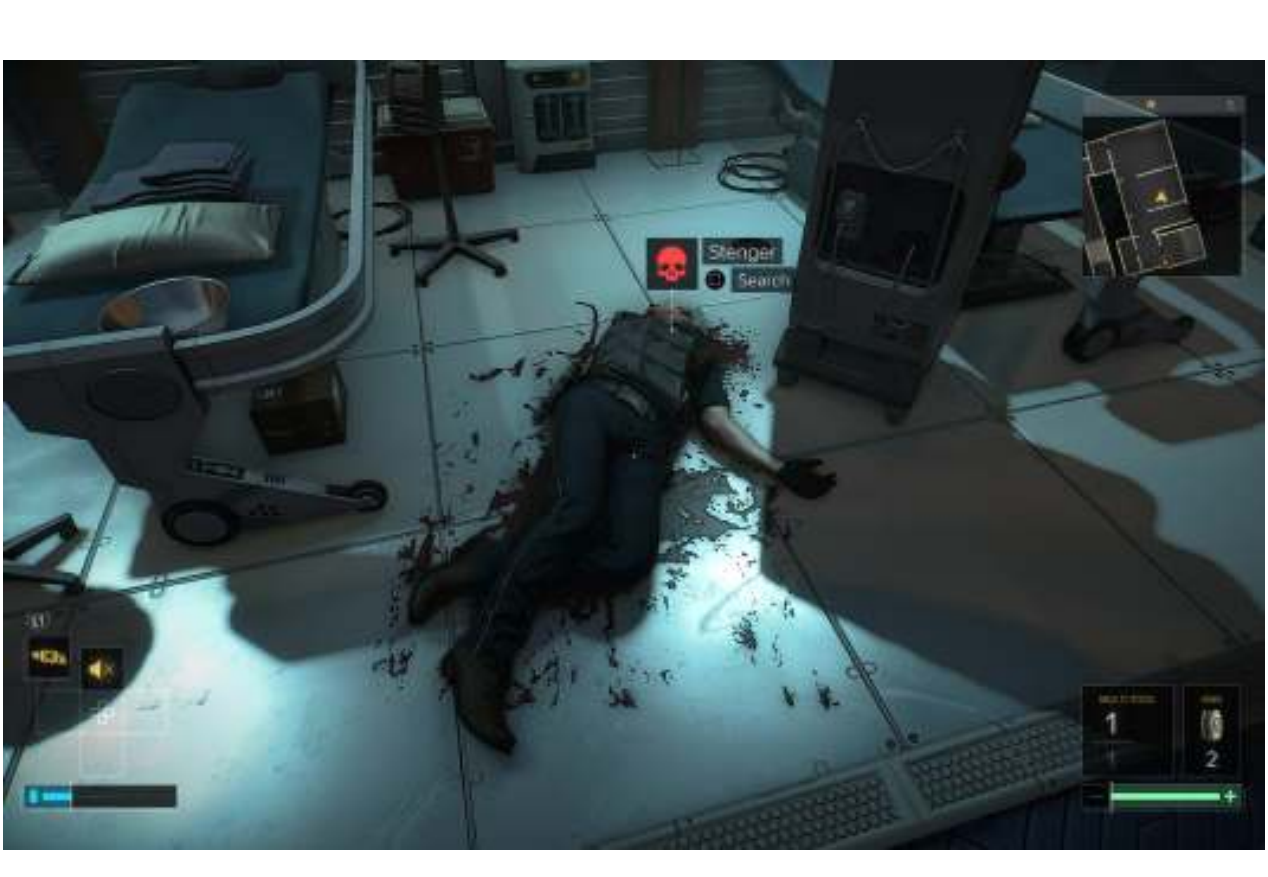


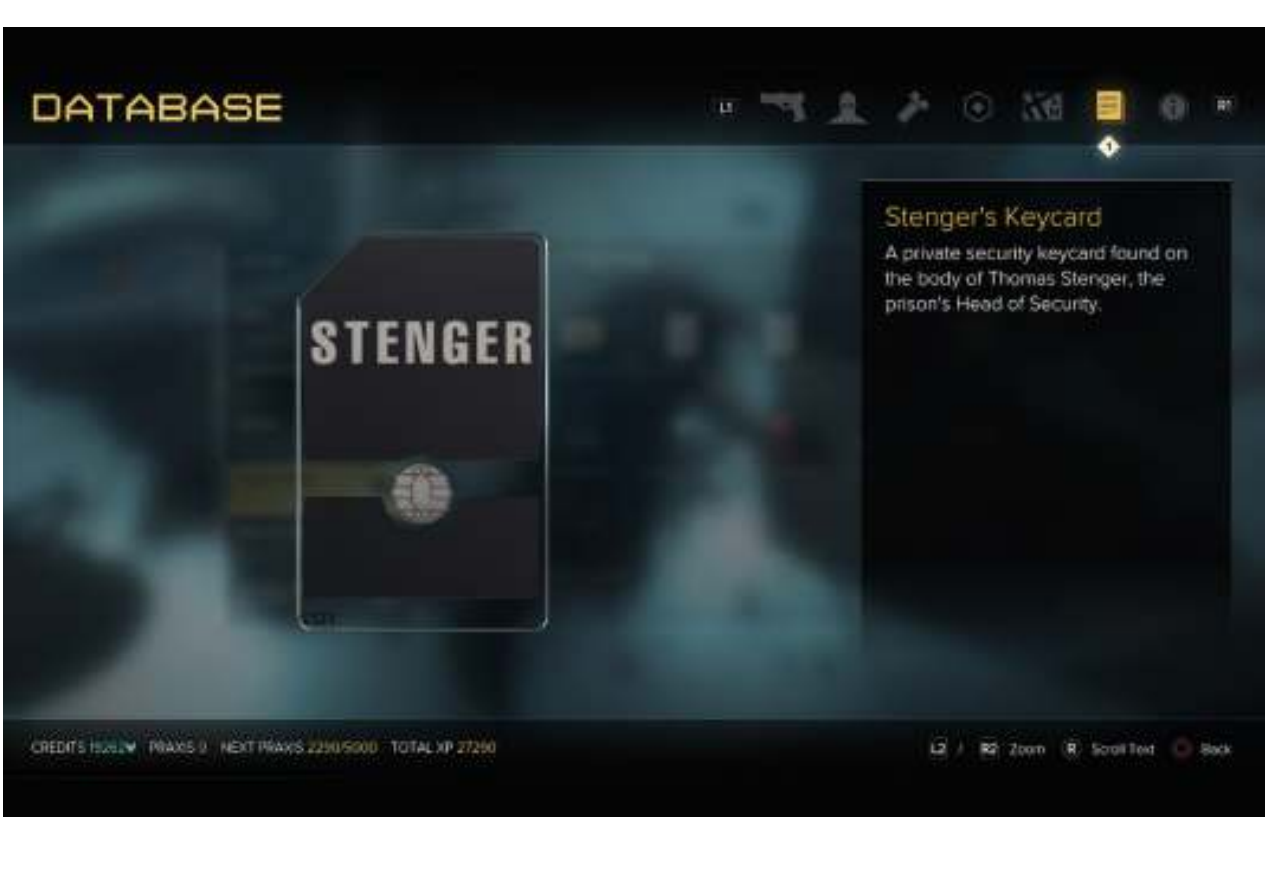
Enter the room **(15)** and enter the code"2027" in the Terminal panel to unlock the system. Select"Disengage" to shut off the transport tracking system, then watch the scene on the monitor as Stenger meets with The Fixer. This opens up a new optional objective.



OPTIONAL: INVESTIGATE THE INFIRMARY

Return to the Infirmary by going to the staircase on Level 2 **(3)** and descending to the connecting utility corridor on Level 1. Follow the passage back to the Infirmary. There, you find Stenger. Search him to acquire Stenger's Keycard and a Pocket Secretary with an entry entitled:"This week's list." Read it to pick up some key evidence about the true nature of the relationship between Stenger and Mejia.





Stenger's Keycard

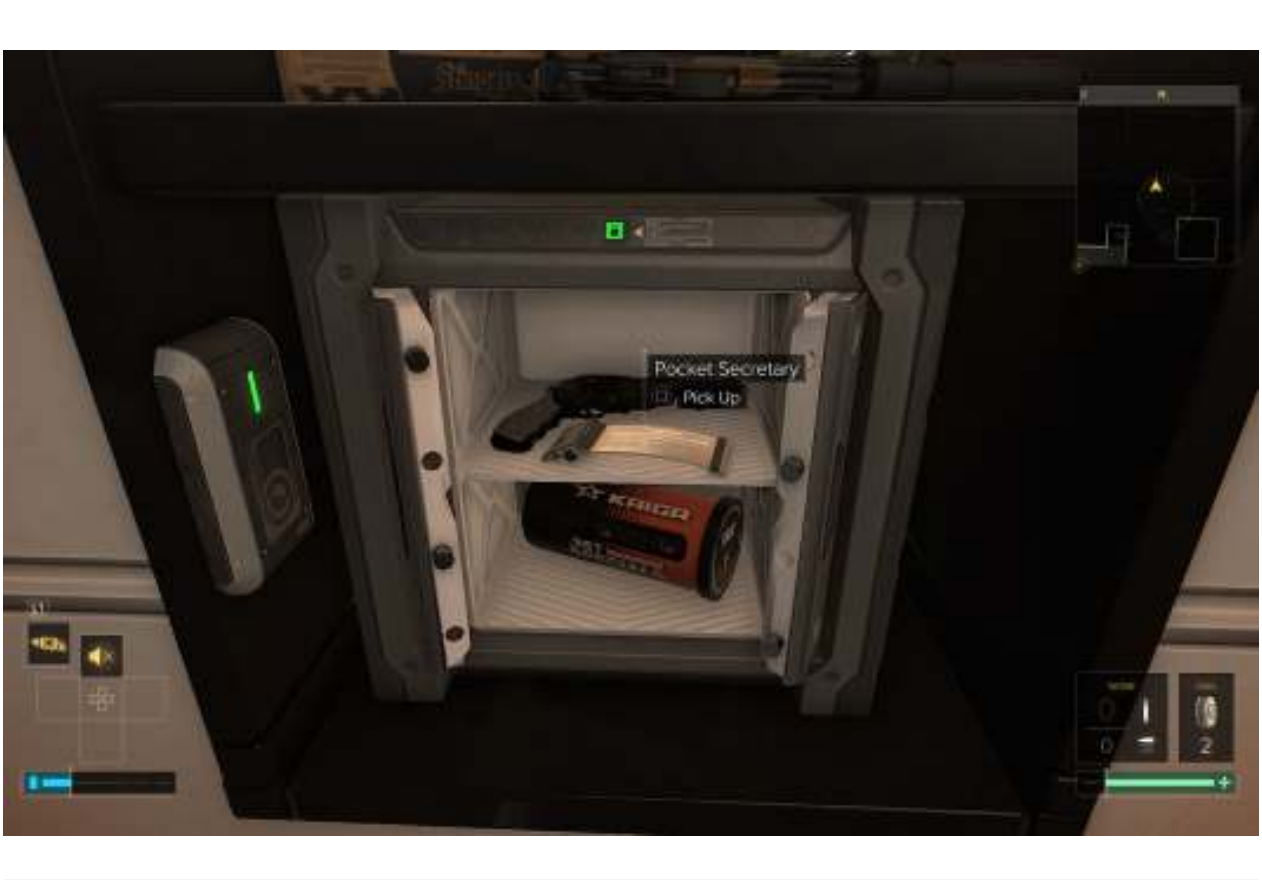
A private security keycard found on the body of Thomas Stenger, the prison's Head of Security.

KEY EVIDENCE #2

The Pocket Secretary with Mejia's"weekly list" of Junkyard orders to Stenger is one of three important pieces of evidence about the prison operation involving Guerrero, Stenger and The Fixer. Acquiring it changes the game's final scene.

POINT OF INTEREST: THE HEAD OF THE SNAKE

Return to Administration and take the northeast elevator **(9)** up to the Level 4 Security Offices again. Go back to Stenger's Office and use the button underneath his desk to open the secret compartment again. This time you have Stenger's Keycard to unlock the safe. Inside, you find a Pocket Secretary with an audio transcript of a conversation between Wilburg and Mejia/Guerrero.



KEY EVIDENCE #3

The Pocket Secretary with the Wilburg/Mejia audio (found in Stenger's office safe) is one of three important pieces of evidence about the prison operation involving Guerrero, Stenger and The Fixer. Acquiring it changes the game's final scene.

DEUS EX MANKIND DIVIDED™

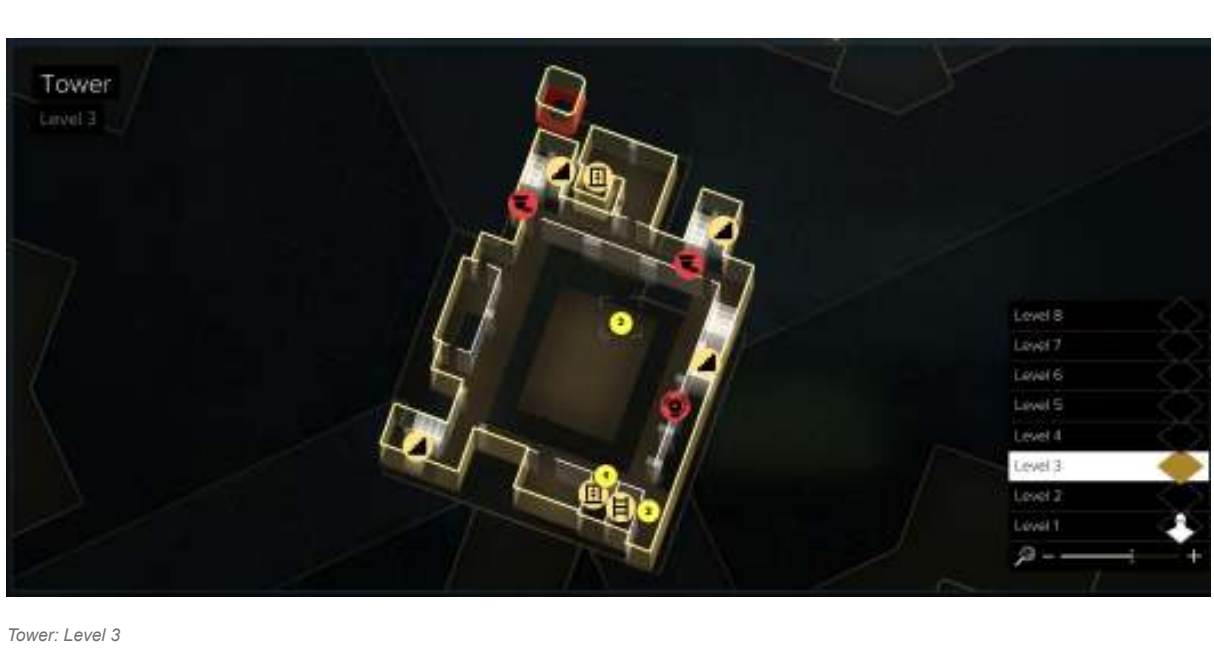
A Criminal Past DLC

Escape on the Prison Transport Ship

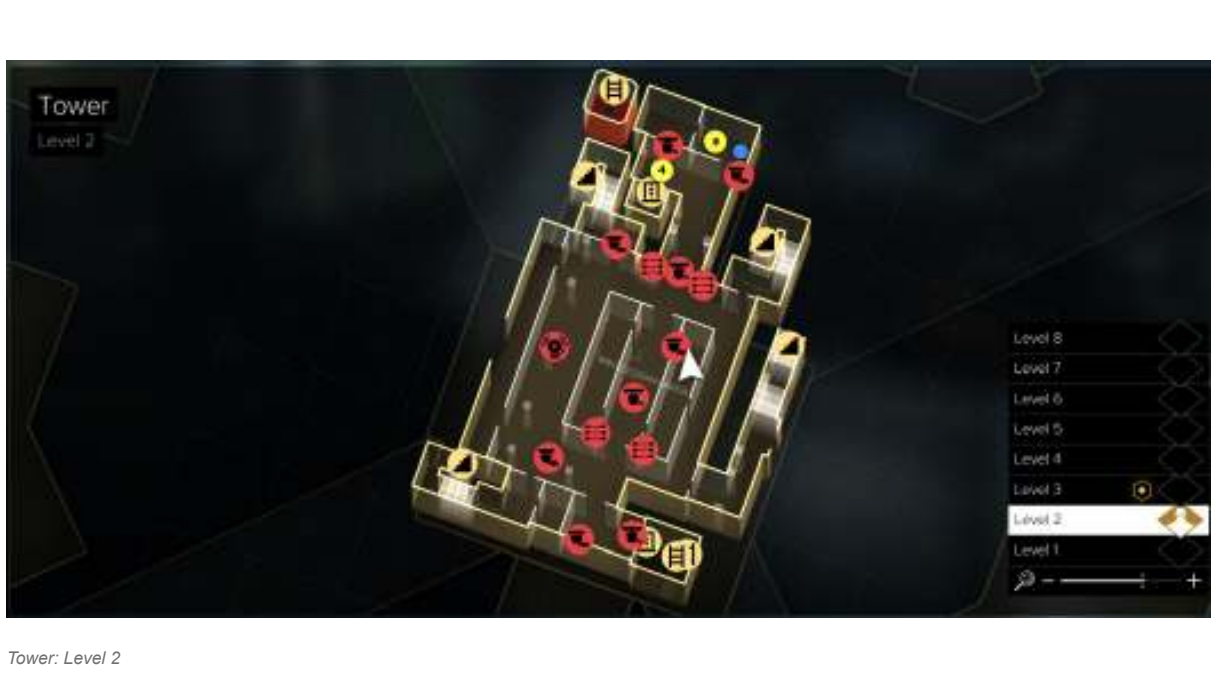
OBJECTIVES

Disable both anti-aircraft turrets
Meet Guerrero on the landing pad
Deal with Guerrero (if you trigger a fight)
Optional: Speak to The Fixer
Escape on the transport

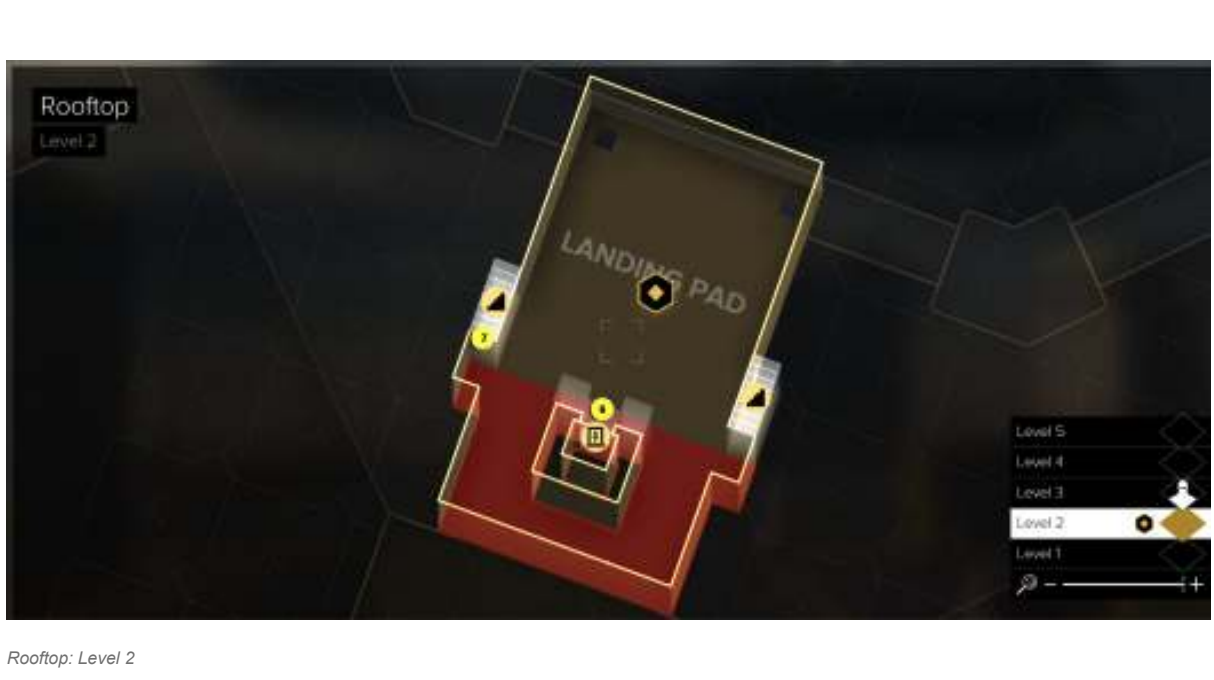
OVERVIEW


Tower
Level 3
Level 8
Level 7
Level 6
Level 5
Level 4
Level 3
Level 2
Level 1

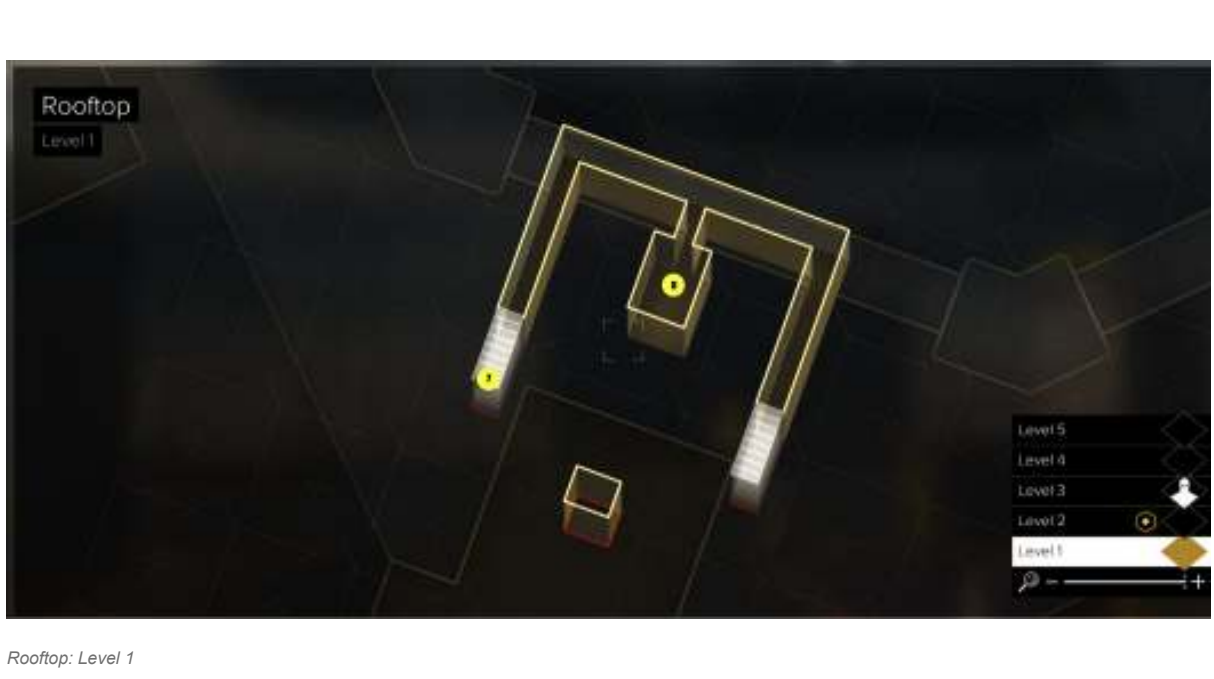
Tower: Level 3


Tower
Level 2
Level 8
Level 7
Level 6
Level 5
Level 4
Level 3
Level 2
Level 1

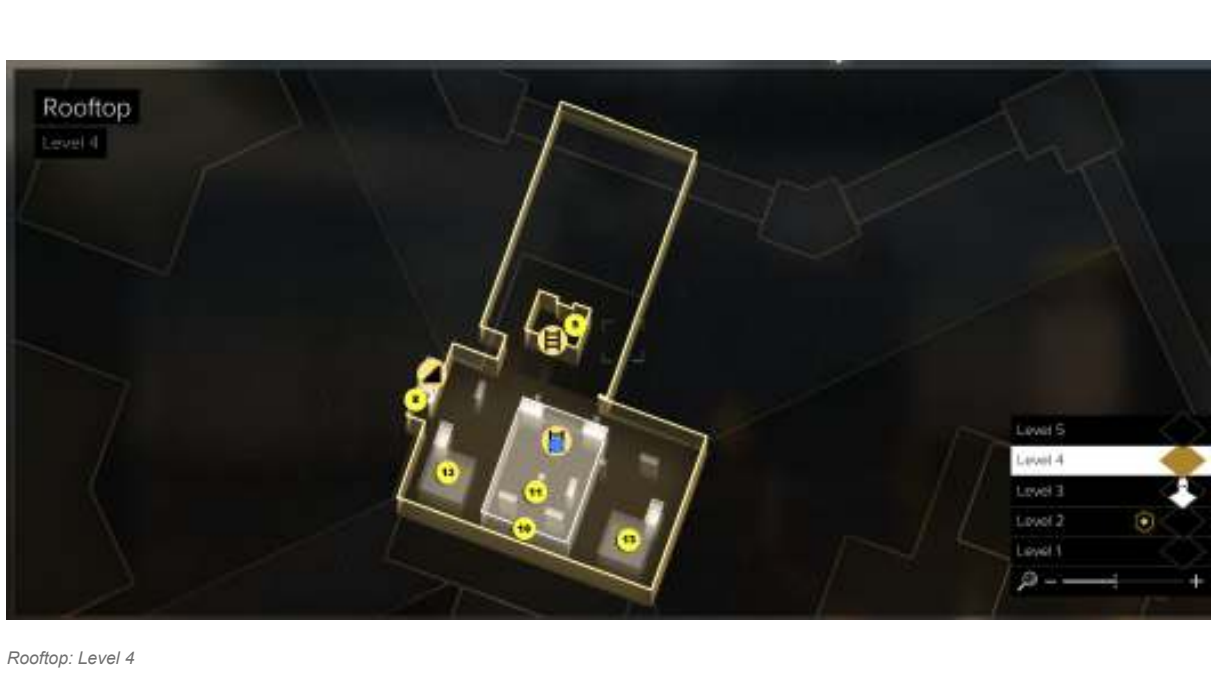
Tower: Level 2


Rooftop
Level 2
LANDING PAD
Level 5
Level 4
Level 3
Level 2
Level 1

Rooftop: Level 2


Rooftop
Level 1
Level 5
Level 4
Level 3
Level 2
Level 1

Rooftop: Level 1


Rooftop
Level 4
Level 5
Level 4
Level 3
Level 2
Level 1

Rooftop: Level 4

MAP LEGEND

1: Exit elevator
2: Door to maintenance room
3: Processing enclosure roof (passcode)
4: West Wing elevator foyer
5: Security terminal
6: Exit elevator (turrets above)
7: Stairs to security hub
8: Security terminal (under Landing Pad)
9. Rooftop security terminal
10. Laser grid controls
11. Turret (terminal at base)
12-13. Anti-aircraft gun platforms
[BLUE CIRCLE] = EBook
[GREEN CIRCLE] = Praxis Kit

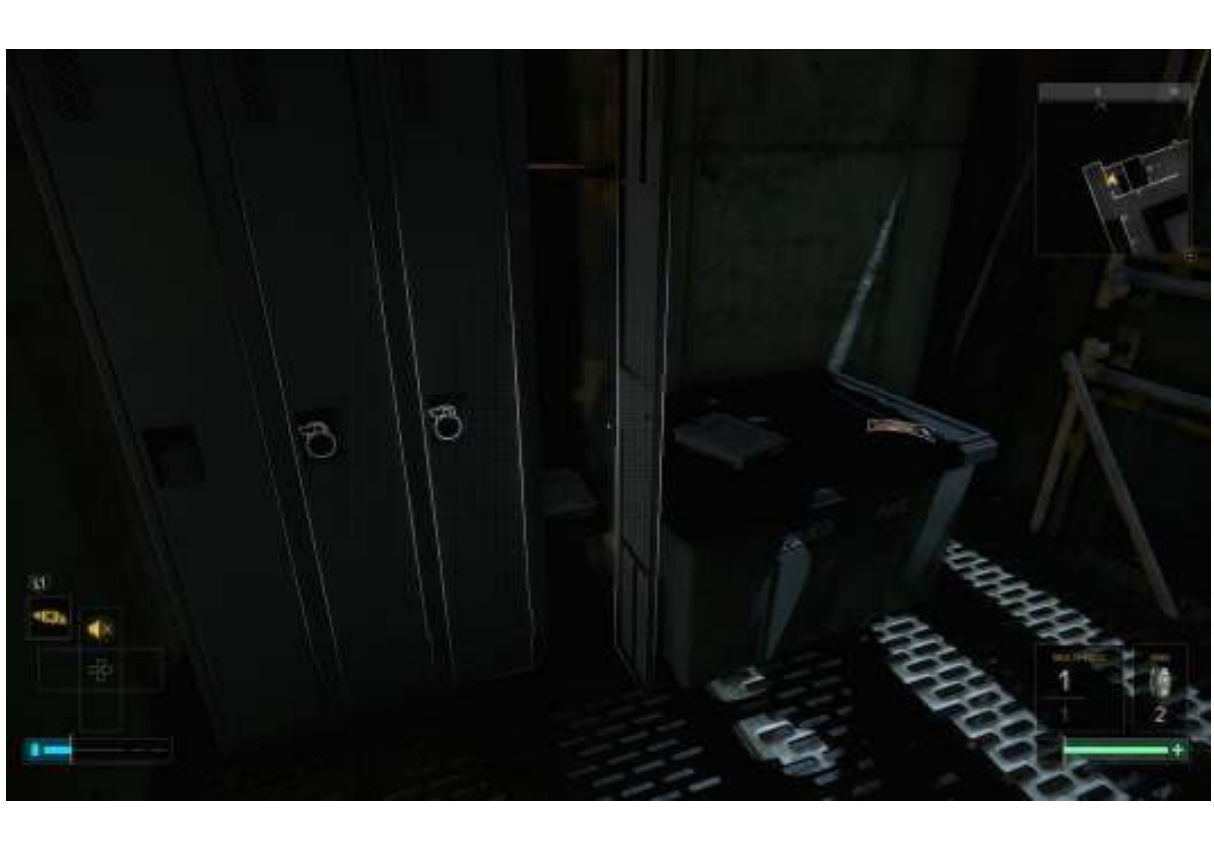
DISABLE BOTH ANTI-AIRCRAFT TURRETS

You cannot escape The Pent House unless the prison's AA turrets are offline; they're on the rooftop of the Tower building.

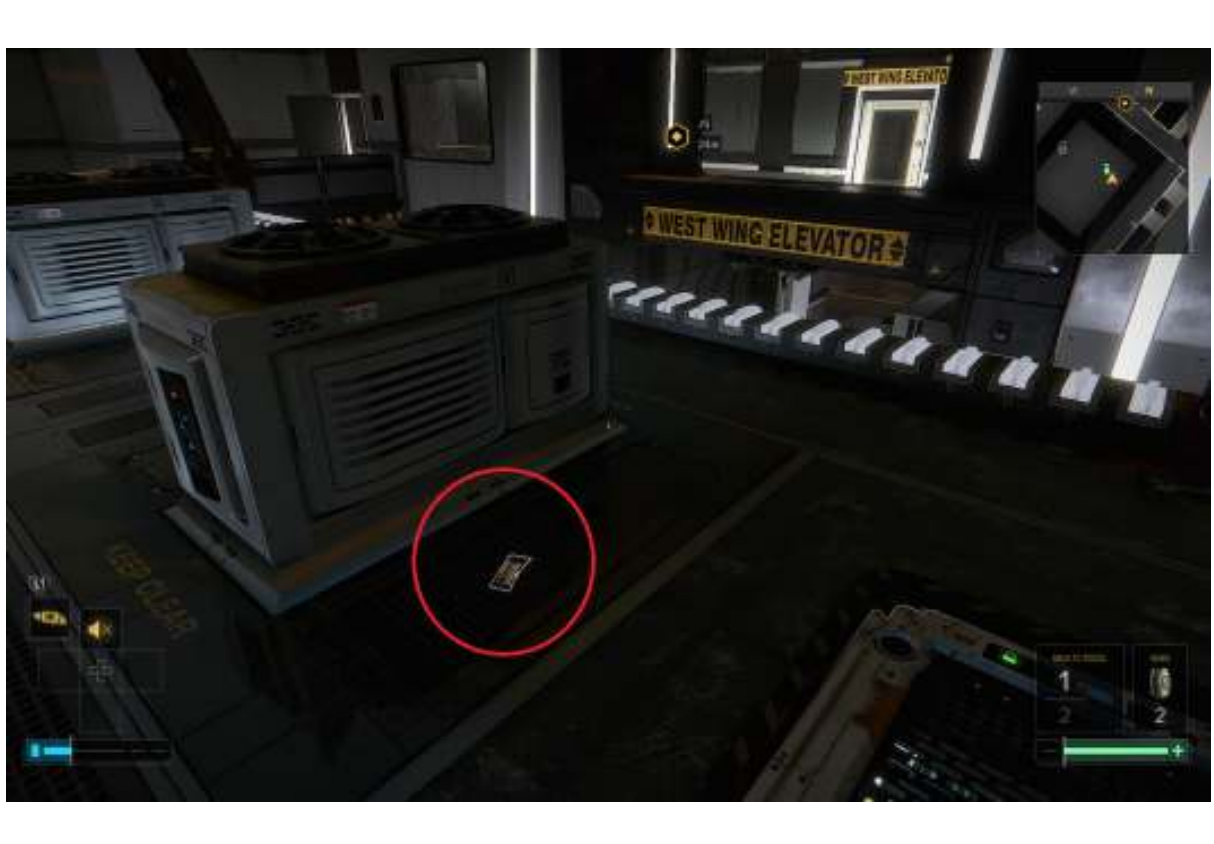
FIND THE SECURITY PASSWORDS

Ride the elevator down to the Lobby, then return to the Tower via the Level 1 utility corridor that leads to the Infirmary/Morgue area. From there, ride the East Wing Elevator **(1)** up to the Observation floor (Level 3) and step out onto the patrol area balcony. Turn right and walk to the maintenance alcove around the corner.

Hack the keypad on the unmarked door **(2)** and enter the small maintenance room to find a Pocket Secretary on a plastic crate. Open the device to get a code that controls the automated defense bots on the rooftops: **B0TT0PP5**. Exit the room and return to the patrol balcony.

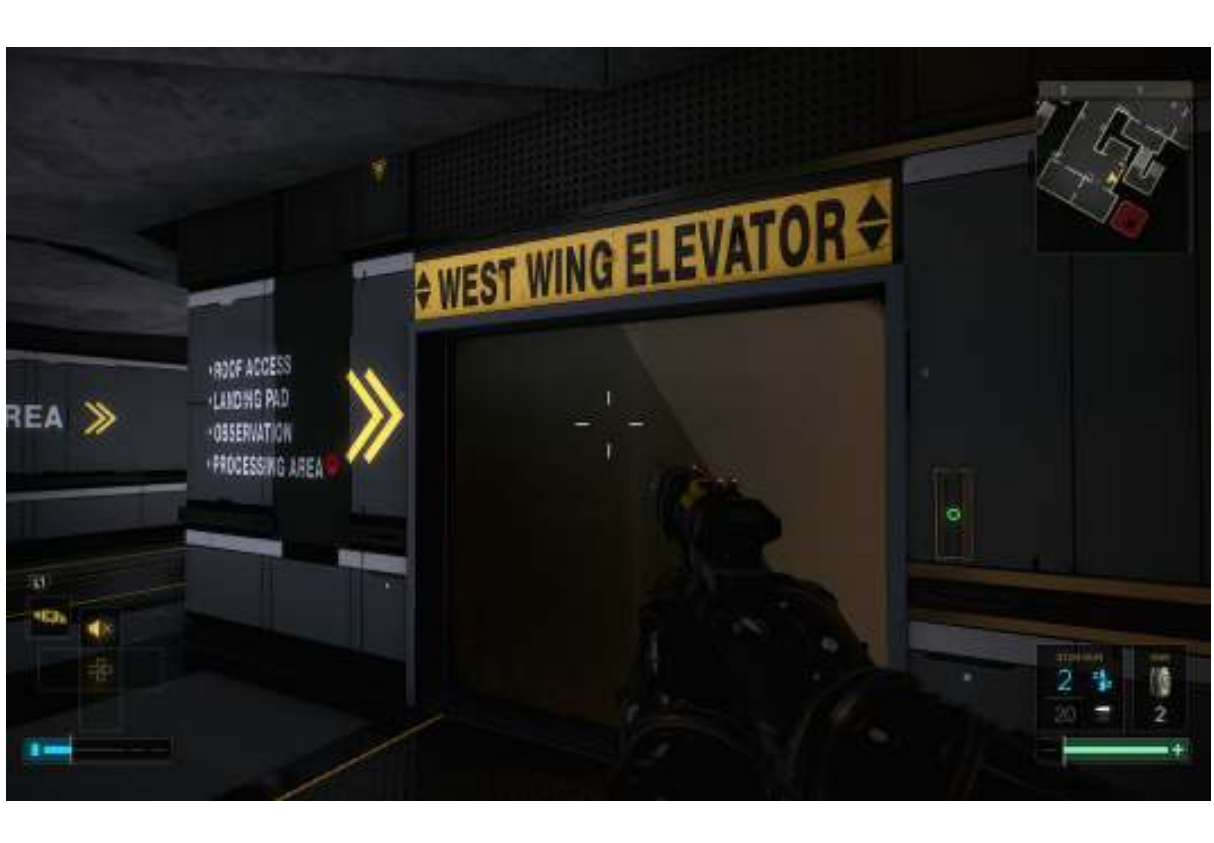


If you spent Praxis to get the Cybernetic Leg Prosthesis with the Klipspringer Jump Mod, then leap onto the roof of the Processing enclosure. Find another Pocket Secretary **(3)** laying on the rooftop. The entry provides a login password for the helipad turrets: **P3WP3WS**.


WEST WING ELEVATOR

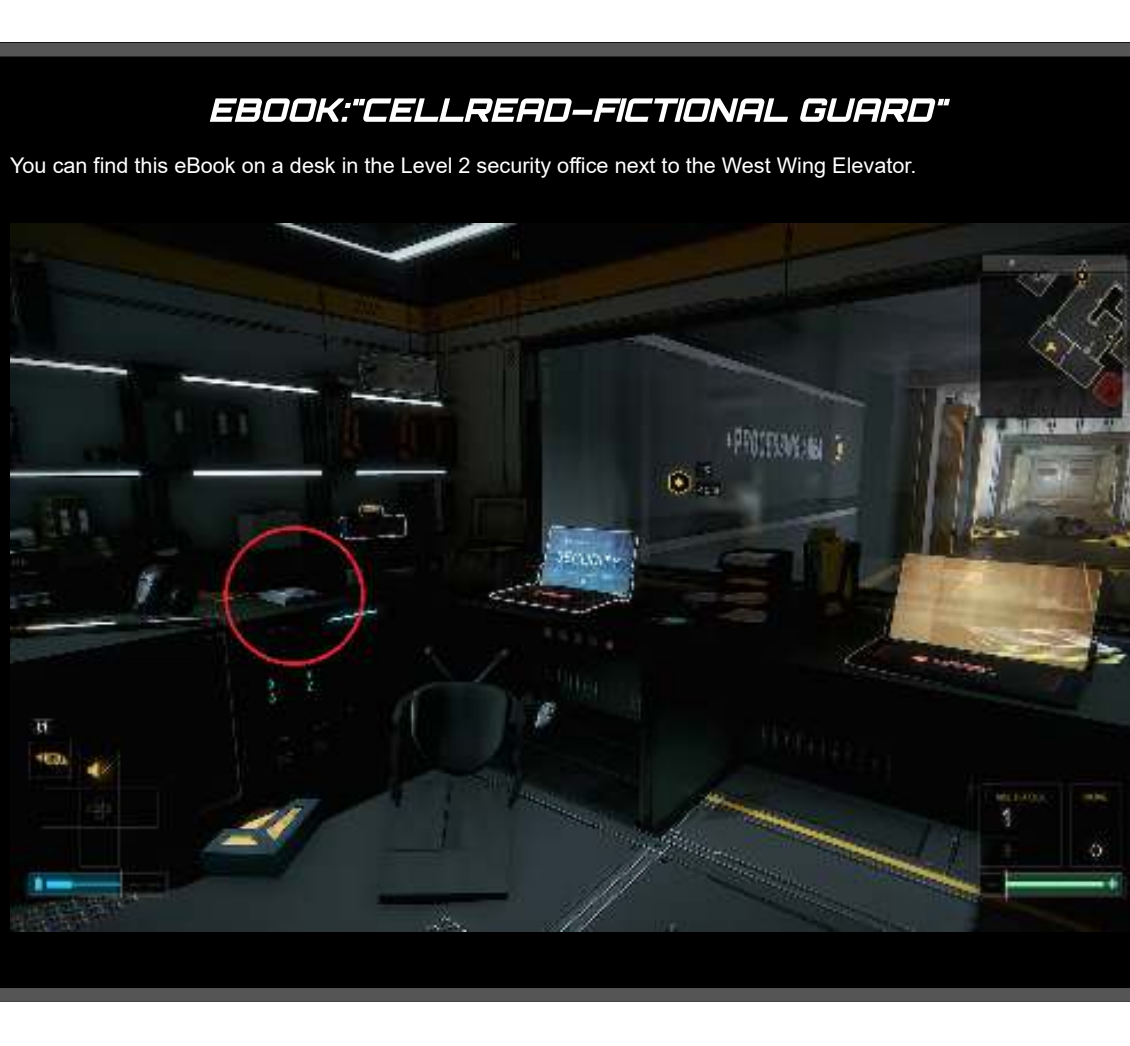
DISARM THE WEST WING ELEVATOR TURRET

From the Processing roof, hop down and approach the West Wing Elevator foyer **(4)**. The elevator foyer turret is active and nasty, so sneak past it into the nearby security room **(5)** and hack the Processing Corridor Security terminal to turn it off. Here you can read the eBook on the desk.


WEST WING ELEVATOR
ROOF ACCESS
LANDING PAD
OBSERVATION
PROCESSING AREA

EBOOK:"CELLREAD-FICTIONAL GUARD"

You can find this eBook on a desk in the Level 2 security office next to the West Wing Elevator.

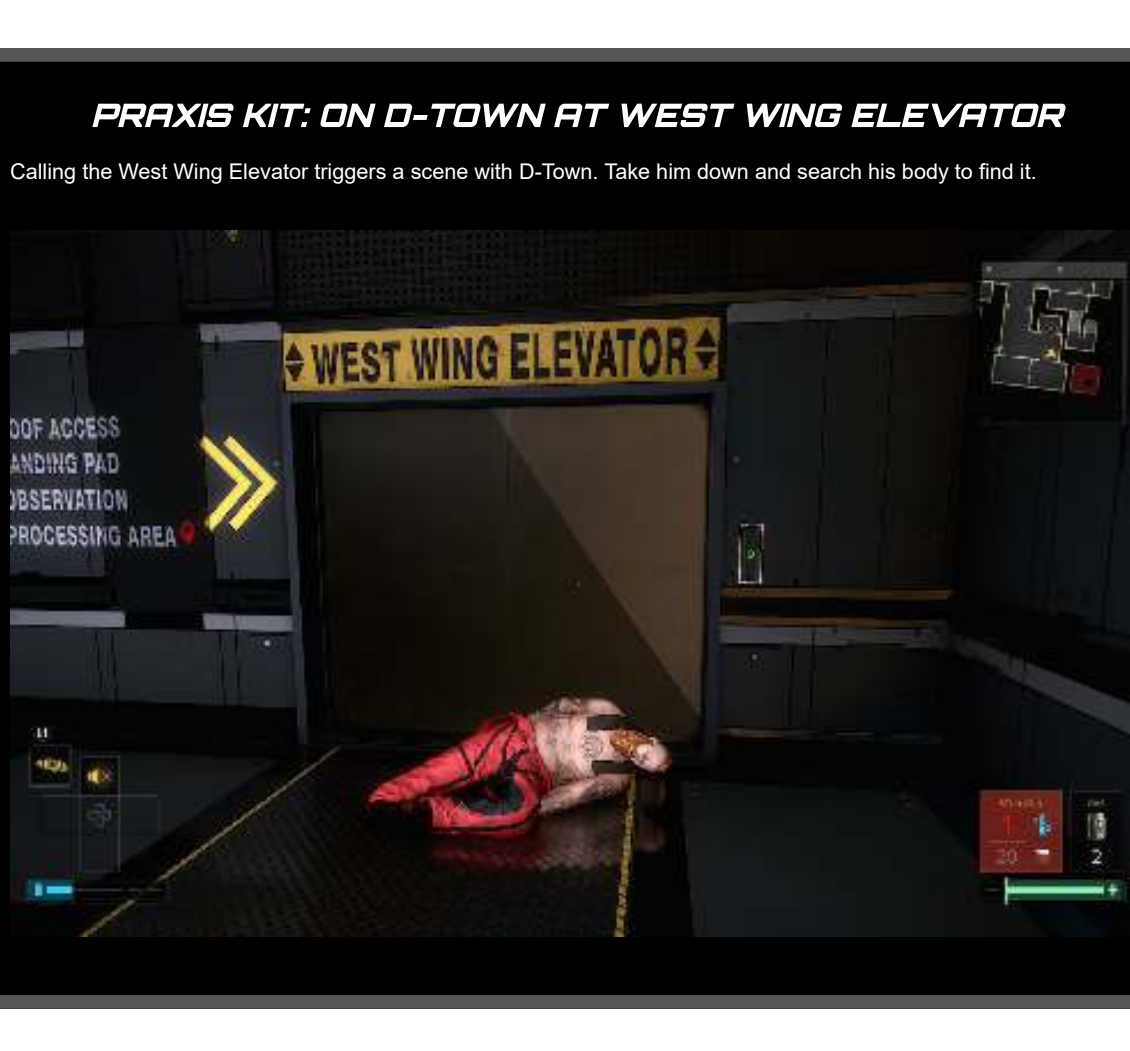


GET PAST D-TOWN ONTO THE ELEVATOR

Draw a weapon (we recommend a stun gun) and use the call button to summon the West Wing elevator. This triggers a cutscene: D-Town is on the elevator and refuses to let Jensen use it. When the scene ends, zap D-Town with your Stun Gun. Search his unconscious body to find a Praxis.

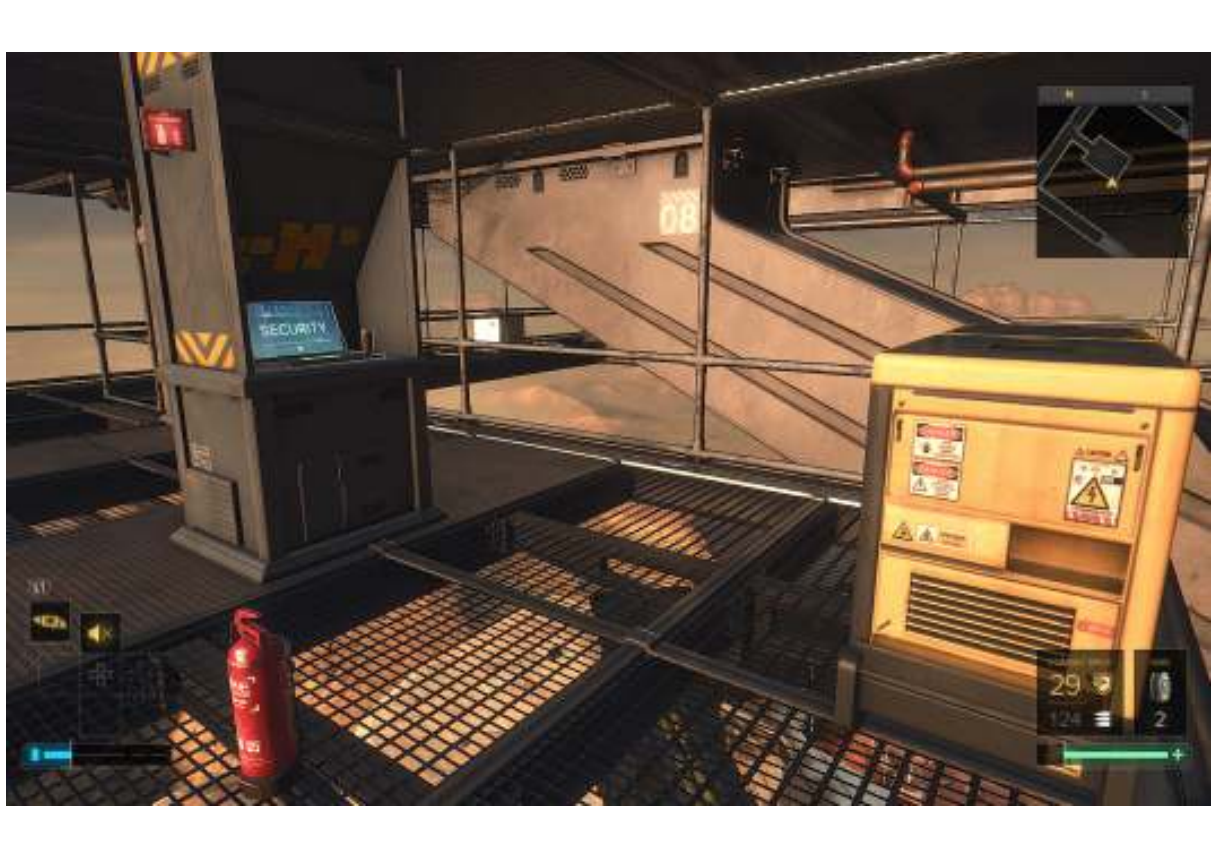
PRAXIS KIT: ON D-TOWN AT WEST WING ELEVATOR

Calling the West Wing Elevator triggers a scene with D-Town. Take him down and search his body to find it.


WEST WING ELEVATOR
OOF ACCESS
ANDING PAD
BSERVATION
PROCESSING AREA

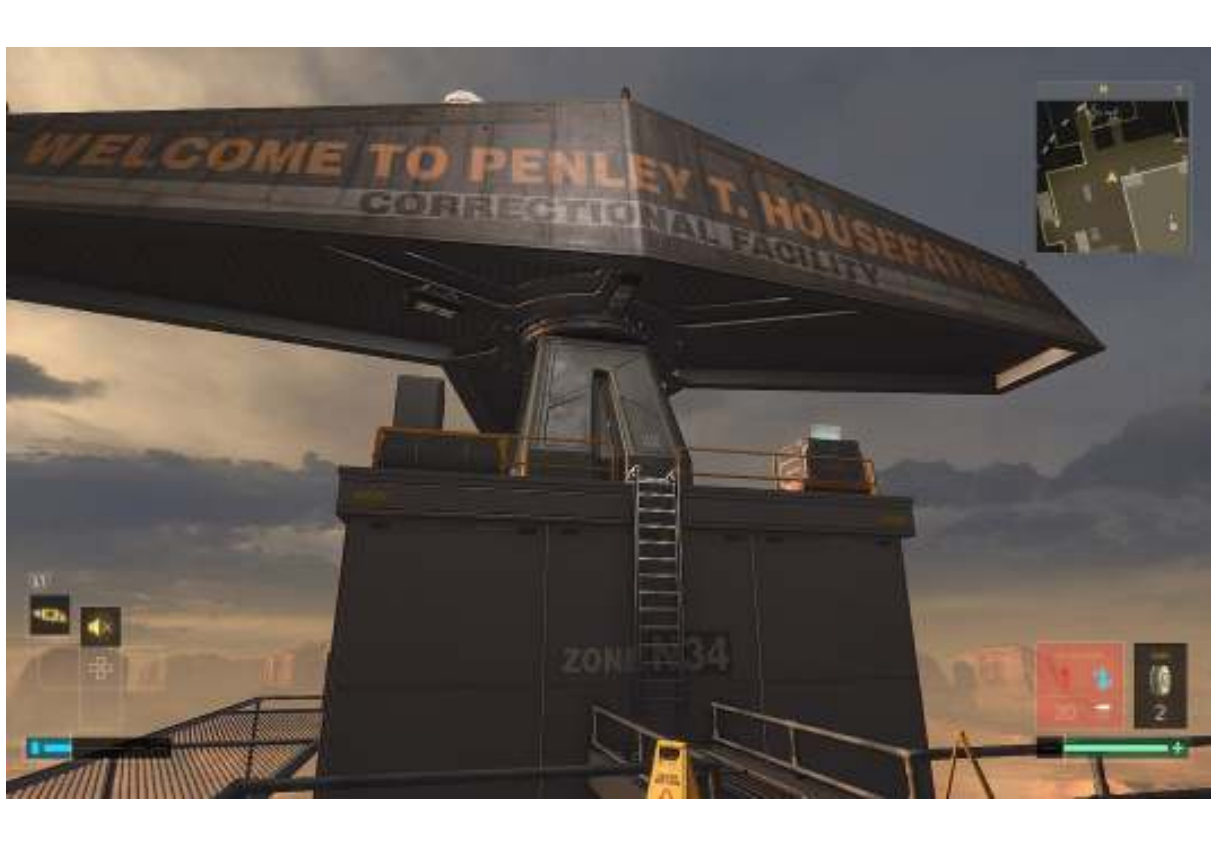
NEUTRALIZE THE LANDING PAD SECURITY

Board the West Wing Elevator and select"Landing Pad." When you arrive (see the map for Rooftop Level 2), step out carefully **(6)**; two turrets hang above you. Turn left and find the stairs **(7)** that lead down to a Rooftop Level 1 platform underneath the Landing Pad. Find the Landing Pad Turrets security terminal **(8)** and enter the code"P3WP3WS." Disable all turrets.



NEUTRALIZE THE ROOF SECURITY

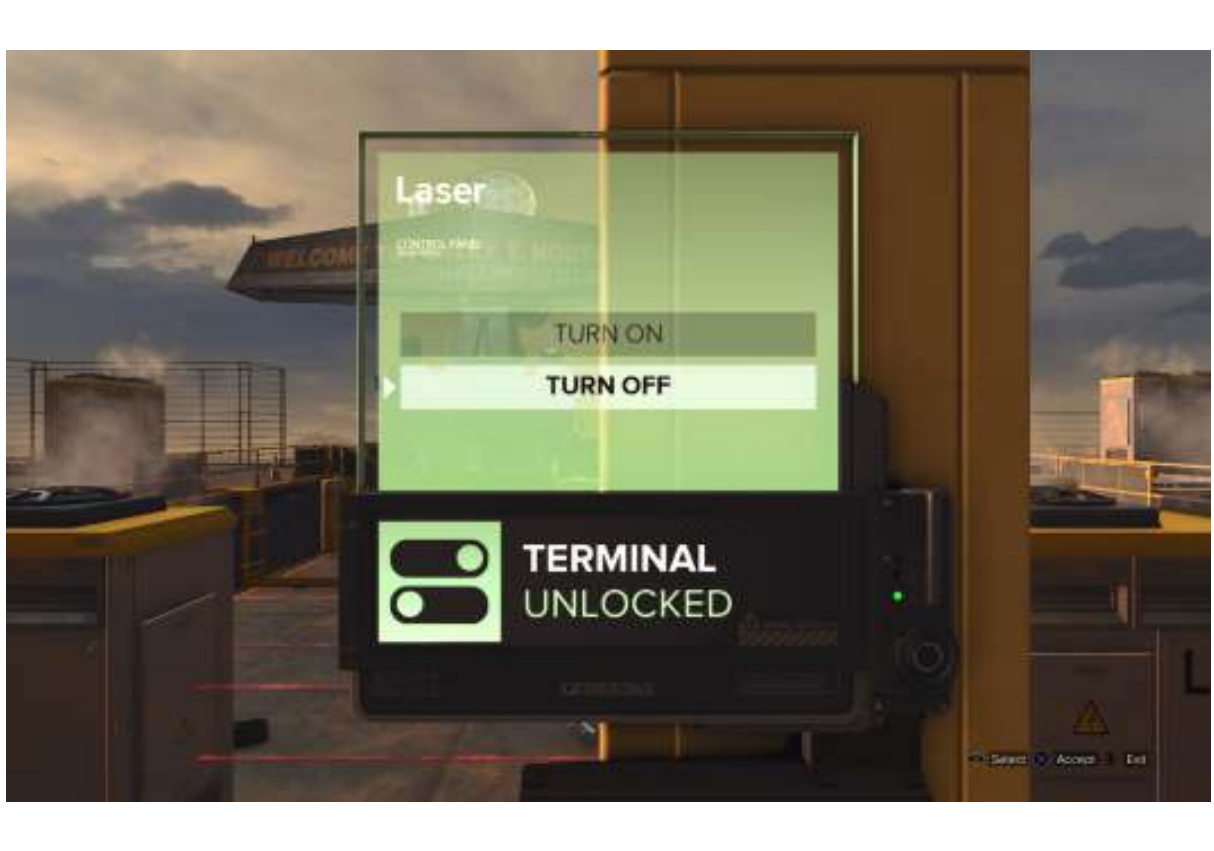
Return to the elevator and select"Roof Access" as your next destination. When you arrive, follow the catwalk to the left and climb the stairs **(8)** to the roof. Two surveillance cameras and a turret scan the area. (Note that the turret is surrounded by a laser-detection grid.) Wait until none are facing you, then sprint to the ladder that runs up to the security hub **(9)** underneath the"Welcome to Penley T. Housefather" sign. Use the Roof Security terminal and enter the code"B0TT0PP5."


WELCOME TO PENLEY T. HOUSEFATHER
CORRECTIONAL FACILITY

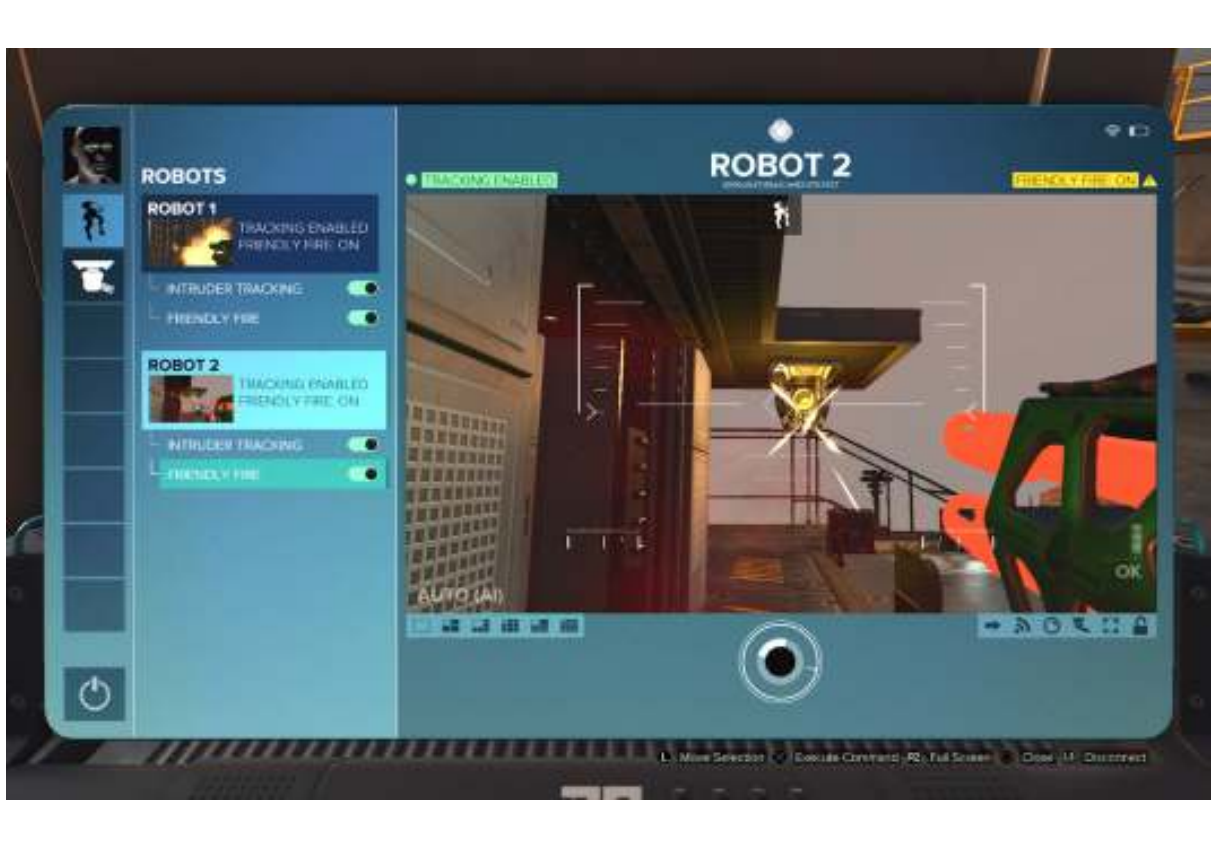
Disable both surveillance cameras, one by each of the big gun platforms. The deadly turret in the center of the roof remains active, but you can select DRONES and turn on Friendly Fire then let them battle the turret until either the turret or all of the drones are destroyed.

DISABLE THE TURRET (IF NECESSARY)

If the drones win, just disable them via the terminal. But if the turret wins, you have to reach another security laptop to disable it. Here's how: Keeping out of the turret's range of detection, go to the right around the AA gun platform to the terminal podium **(10)** on the far side of the roof. This controls the laser grid. Wait behind cover until just after the turret's view rotates past the podium, then approach and use a Multi-Tool to hack the terminal and quickly turn off the laser grid. Return to cover before the turret's view swings back around and starts shooting.

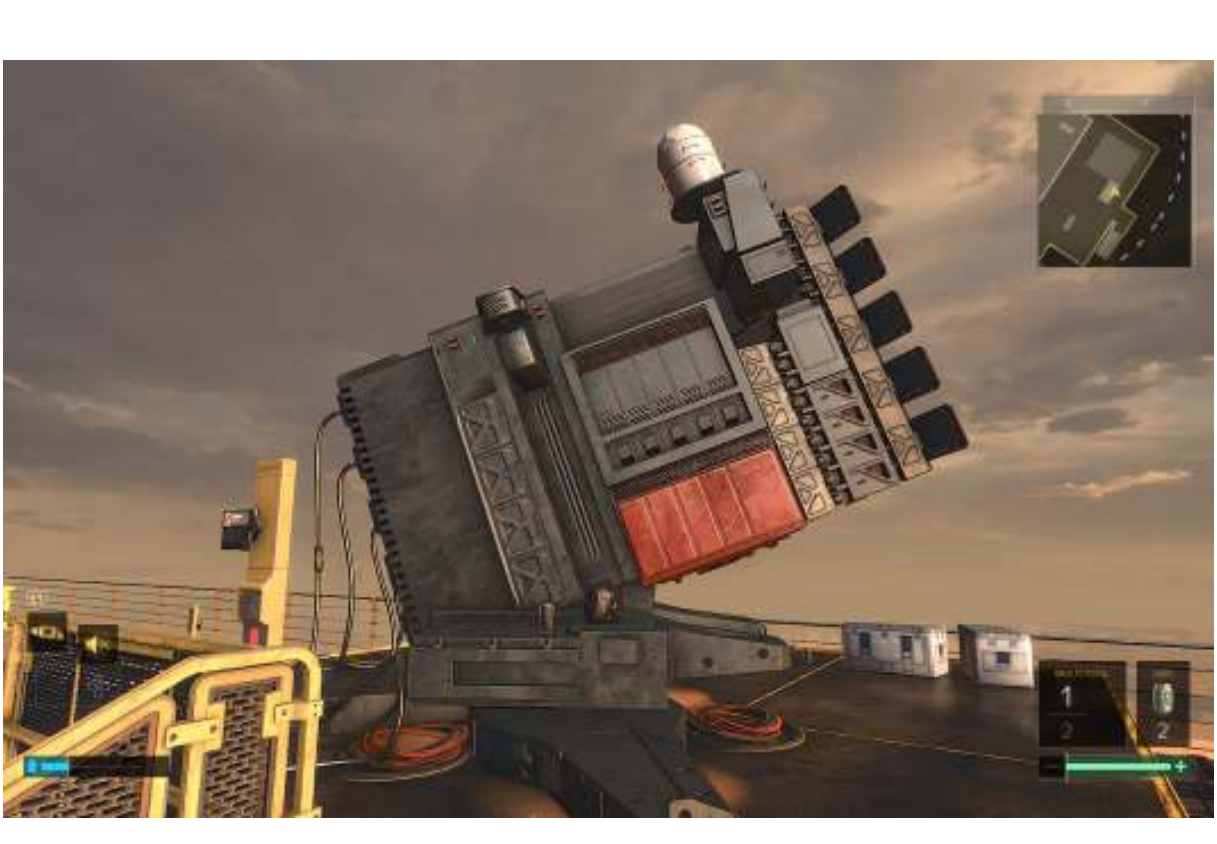

Laser
TURN ON
TURN OFF
TERMINAL
UNLOCKED

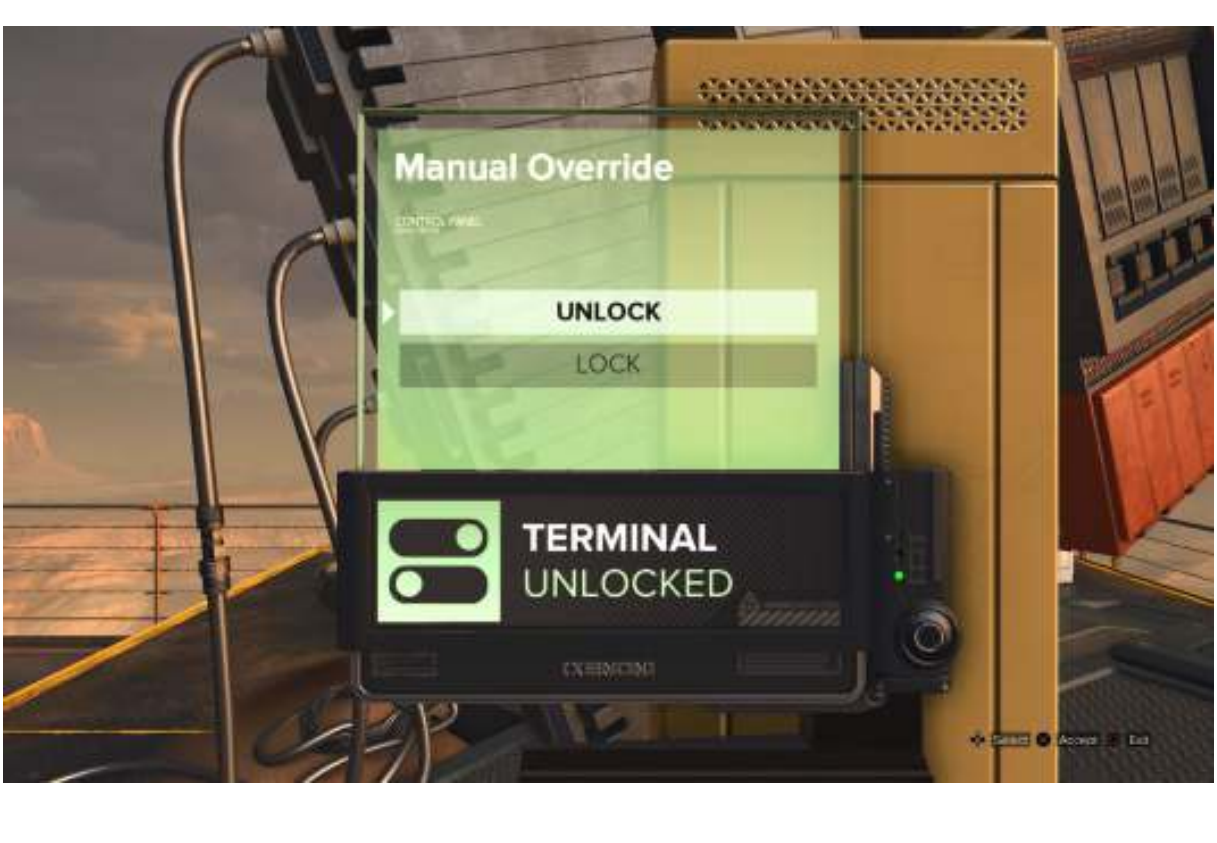
When the turret is turned away from you, jump down and approach the turret's base **(11)** to find another Roof Security terminal. Enter the same passcode"B0TT0PP5" and select TURRETS to disable it. (Alternately, you can just blast the turret with armor-piercing ammo.) Select ROBOTS and set both available robots to Friendly Fire; watch their camera feeds as they target security forces on the Landing Pad level just below you, including the turrets overlooking the transport if you didn't disable them earlier. When the fighting ends, shut down any surviving robots.


ROBOTS
ROBOT 1
TRACKING ENABLED
FRIENDLY FIRE: ON
INTRUDER TRACKING
FRIENDLY FIRE
ROBOT 2
TRACKING ENABLED
FRIENDLY FIRE: ON
INTRUDER TRACKING
FRIENDLY FIRE
ROBOT 2
TRACKING ENABLED
FRIENDLY FIRE: ON
AUTO (AI)
OK

SHUT DOWN THE AA GUN PLATFORMS

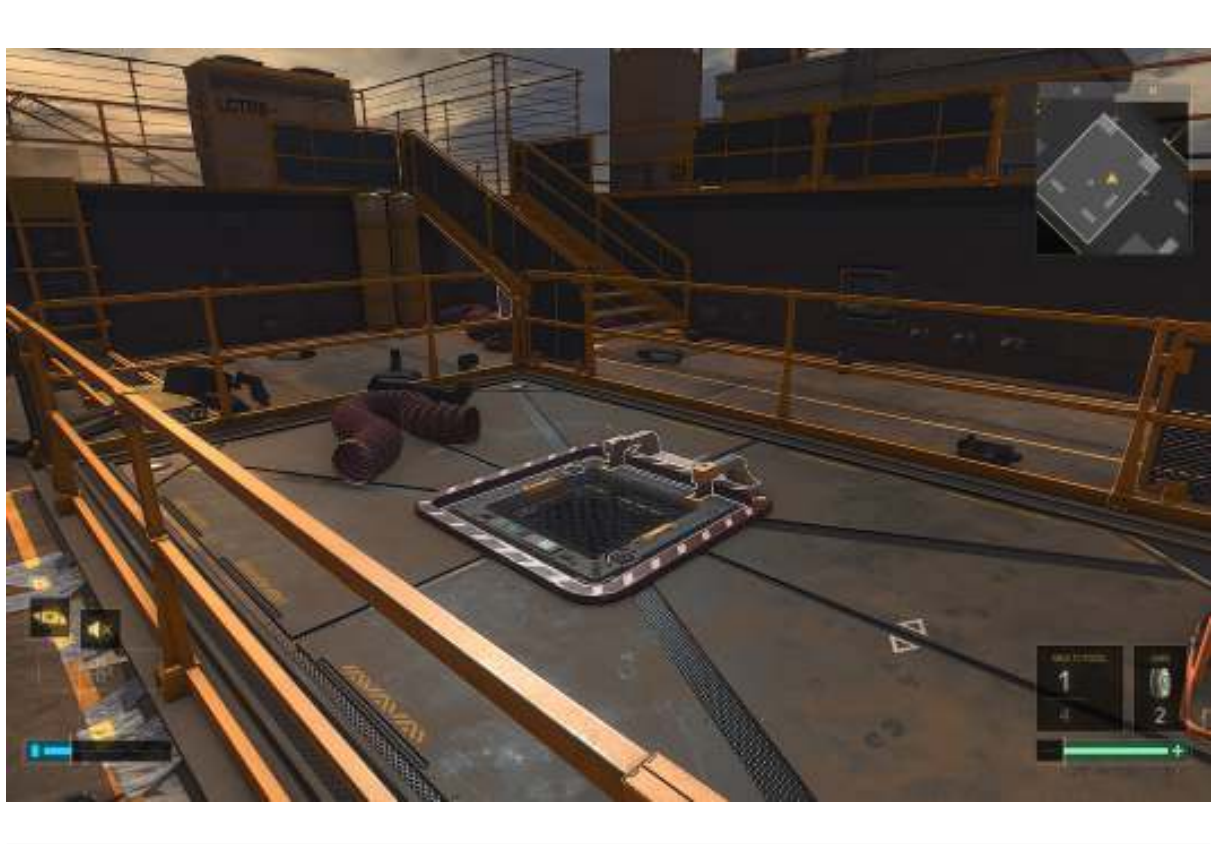
Now go up onto one of the two anti-aircraft gun platforms **(12, 13)** and use a Multi-Tool or manually hack the terminal. Next, use the terminal control panel to unlock the Manual Override. Finally, press the Manual Override button below the terminal to shut down the big gun. Repeat this same process on the second gun platform.




Manual Override
UNLOCK
LOCK
TERMINAL
UNLOCKED

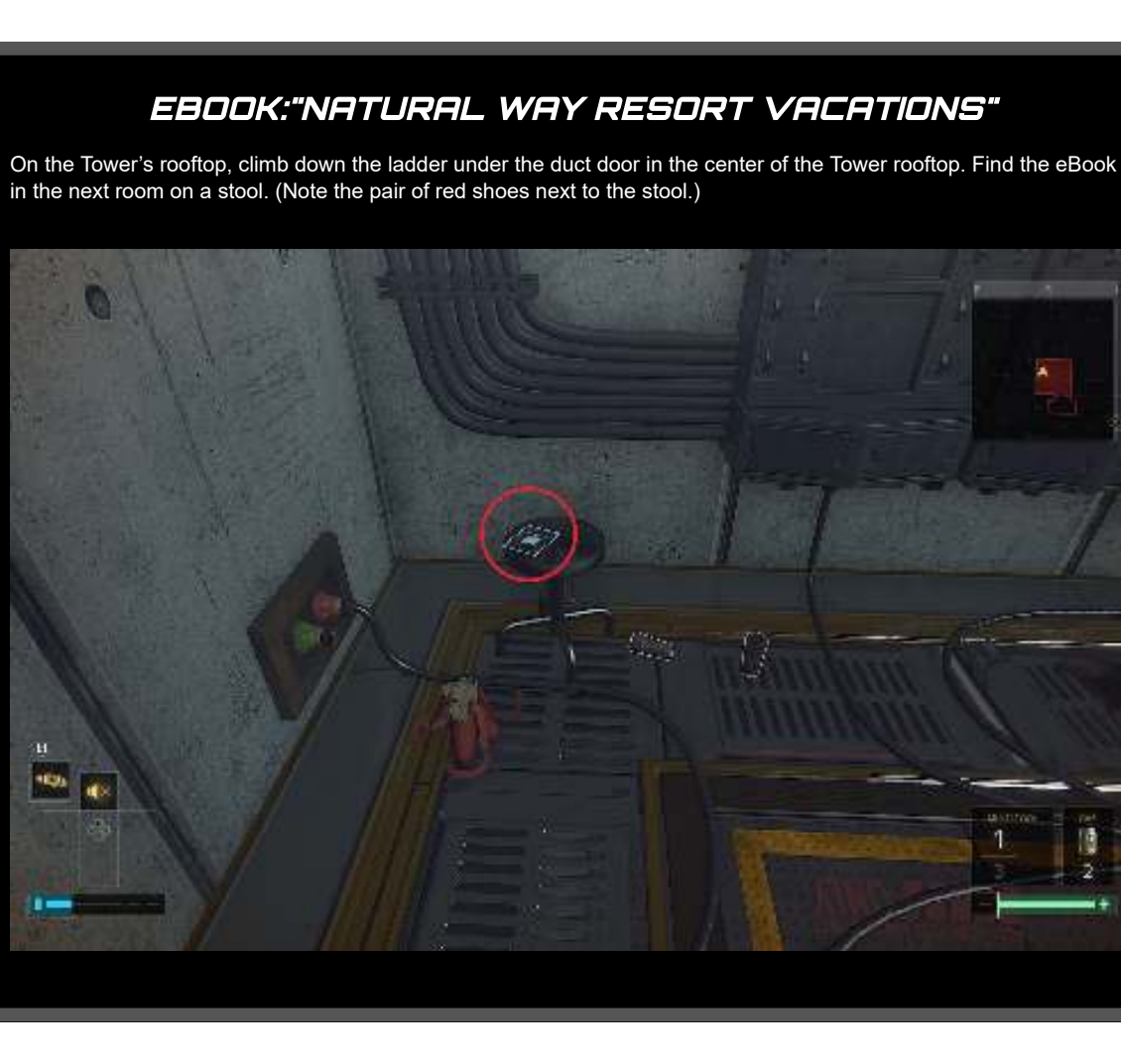
FIND THE LAST EBOOK

When both AA guns are disabled, open the Cable Duct Door (shown in our screenshot) on the floor at the center of the rooftop area. Climb down the ladder and open the door underneath the sign that reads"Authorized Employee Only." Enter the room to find the eBook, then climb back up to the roof. Go back down the stairs **(8)** and return to the elevator.



EBOOK:"NATURAL WAY RESORT VACATIONS"

On the Tower's rooftop, climb down the ladder under the duct door in the center of the Tower rooftop. Find the eBook in the next room on a stool. (Note the pair of red shoes next to the stool.)



MEET GUERRERO ON THE LANDING PAD

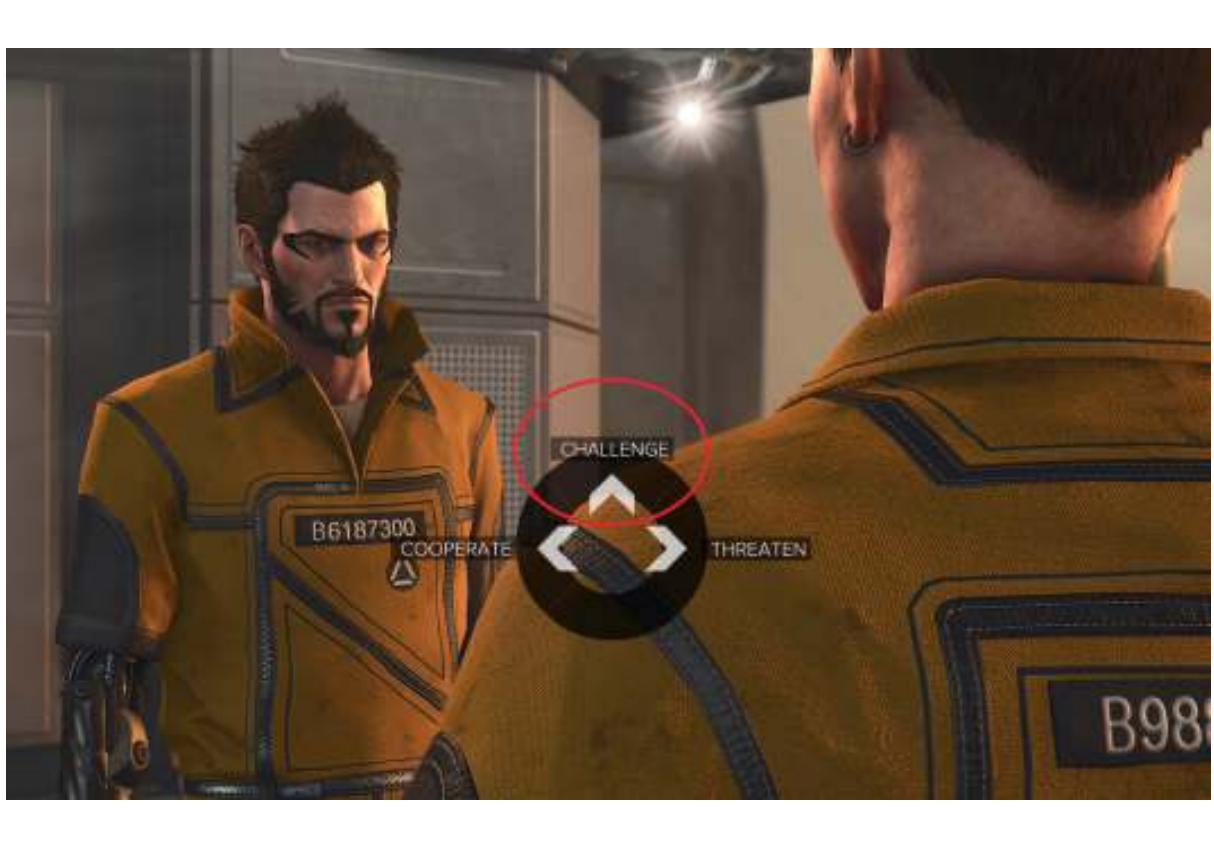
Ride the elevator back down to the Landing Pad level. This automatically triggers the mission-ending scene, a tense confrontation with Agent Hector Guerrero and The Fixer (Peter Wörthmüller). This meeting can go a number of ways, but if you followed this walkthrough and found all three pertinent evidence items, you can wrap up the mission in a very satisfactory way.

The necessary evidence items are:

- The Pocket Secretary with the Fixer's med/psych case file from the prison psychologist's office.
- The Pocket Secretary with Mejia's"weekly list" of Junkyard orders to Stenger.
- The Pocket Secretary with the audio recording of the conversation between Guerrero/Mejia and inmate Ian Wilburg.

FIRST BRANCH: CHALLENGE

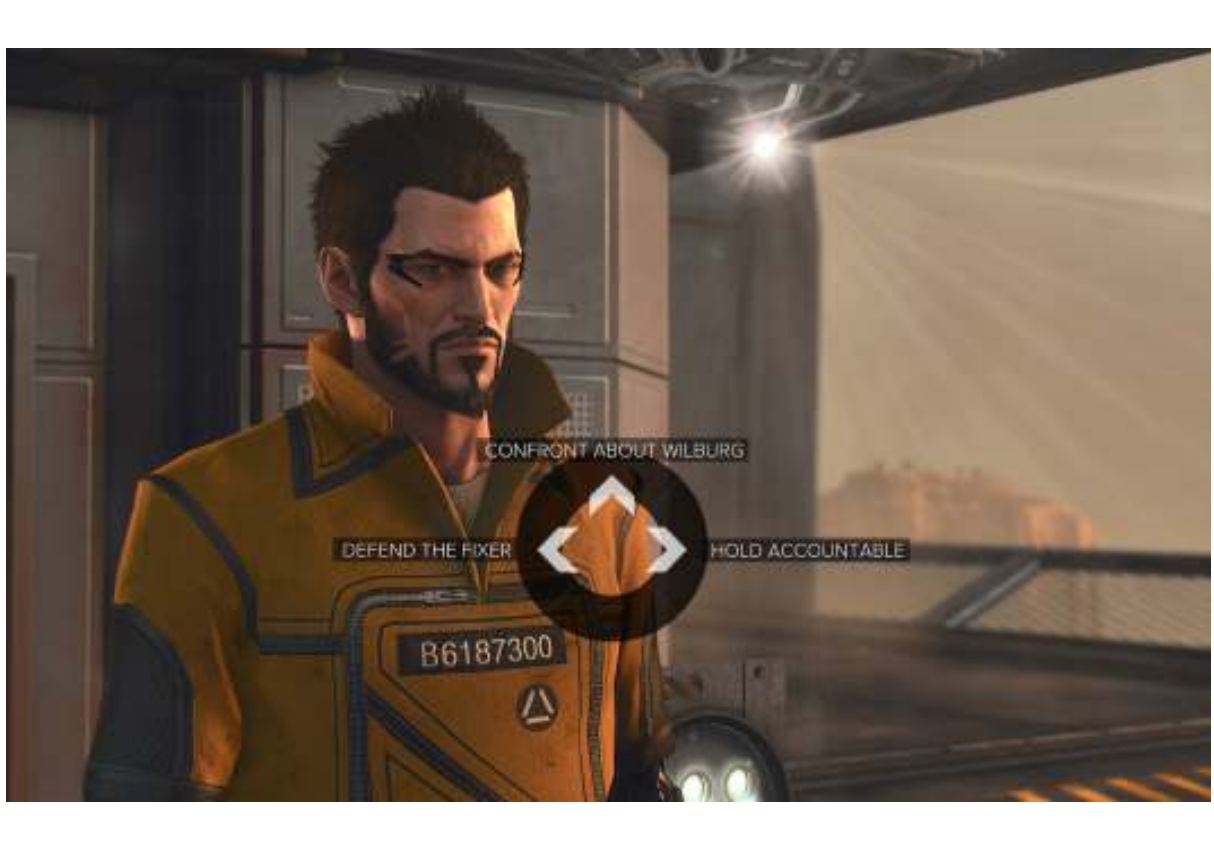
When you reach the first branch in the conversation, select CHALLENGE. This pushes the dialogue to the second branch.


CHALLENGE
COOPERATE
THREATEN
B6187300

- If you select COOPERATE instead and then select GO TO TRANSPORT, Guerrero kills The Fixer and Jensen leaves with Guerrero.
- If you select THREATEN instead, Guerrero attacks Jensen and you must defend yourself.

SECOND BRANCH: ANY CHOICE

You can select any of the three dialogue options at this branch: DEFEND THE FIXER, CONFRONT ABOUT WILBURG, or HOLD ACCOUNTABLE. Note that if you've found the evidence items mentioned previously, the dialogue plays out differently than if you did not find the evidence. But any choice here pushes the conversation to the third branch.


CONFRONT ABOUT WILBURG
DEFEND THE FIXER
HOLD ACCOUNTABLE
B6187300

THIRD BRANCH (NO EVIDENCE FOUND)

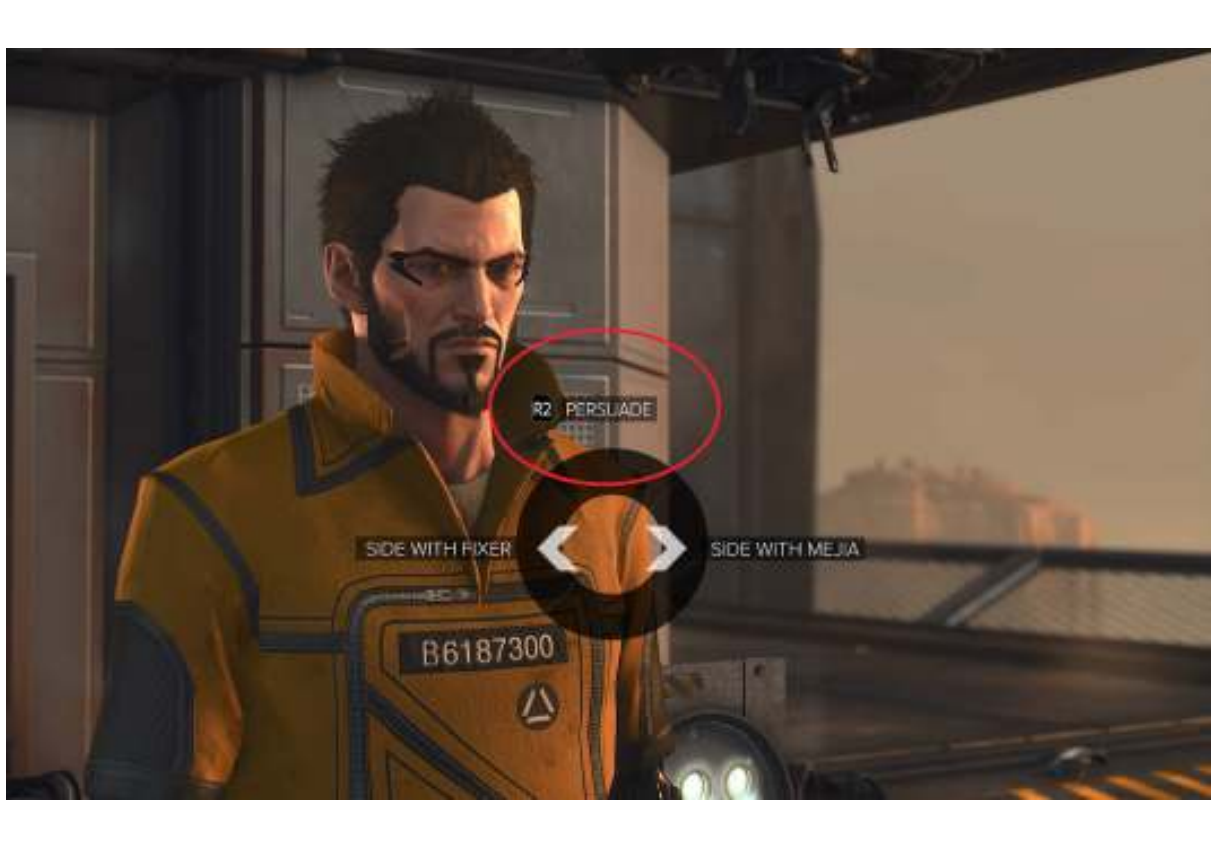
If you've found none of the three evidence items, your only choice is to either SIDE WITH MEJIA (The Fixer dies) or SIDE WITH FIXER (Agent Guerrero attacks Jensen).

THIRD BRANCH (ALL EVIDENCE FOUND)

Select BLACKMAIL. Jensen backs Guerrero into a corner with this threat that, unless Guerrero does what he wants, Jensen reveal all his dirty laundry. If Guerrero plays nice, Jensen will play along as long as he gets what he wants. This essentially forces Guerrero to cooperate

THIRD BRANCH (SOME EVIDENCE FOUND)

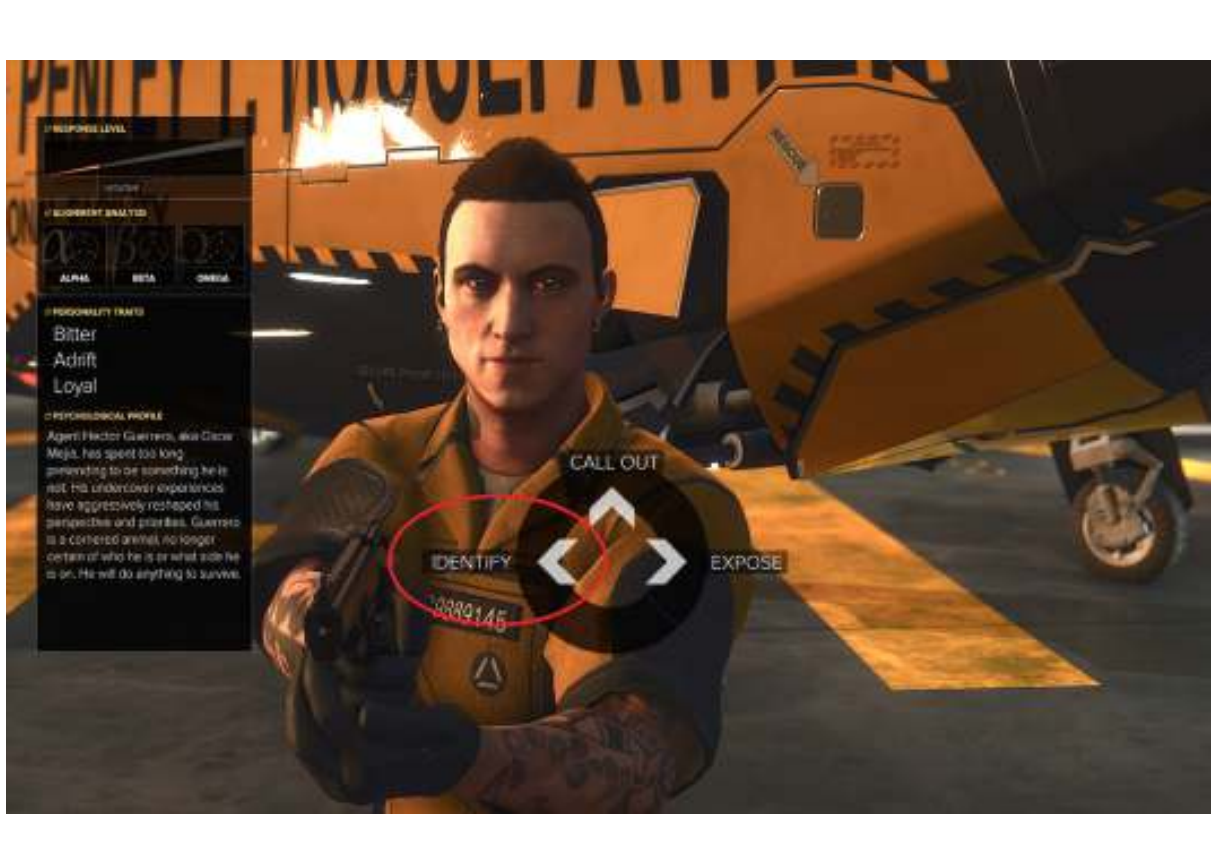
Select PERSUADE. If you've only collected one or two of the evidence items, you must work through two more rounds of persuasion.


R2 PERSUADE
SIDE WITH FIXER
SIDE WITH MEJIA
B6187300

ROUND 1

At this branch, select IDENTIFY or CALL OUT. Guerrero reacts positively or neutrally respectively, and you move on to the next round.

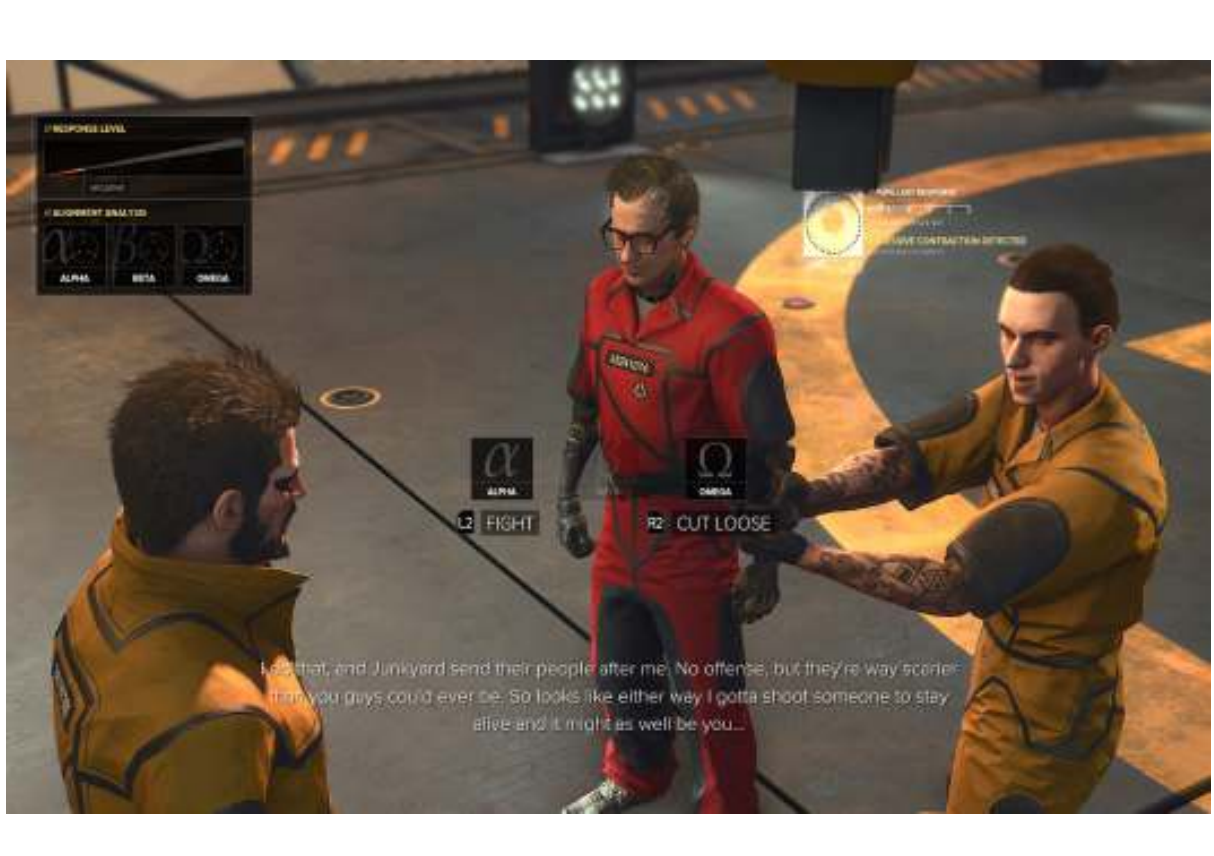
- If you select EXPOSE instead, Guerrero attacks you.


ALPHA
BETA
OMEGA
Bitter
Adrift
Loyal
CALL OUT
IDENTIFY
EXPOSE

ROUND 2

At this branch, the easiest choice is to select IDENTIFY. Agent Guerrero reacts positively and finally stands down. This reaction also triggers a new optional objective:"Speak to The Fixer."

- If you select EXPOSE, Guerrero attacks Jensen.
- If you select CALL OUT, Guerrero threatens Jensen and you get another choice, but you have to choose quickly! Choose CUTS LOOSE to avoid a fight; Guerrero stands down and you can"Speak to the Fixer." But if you choose FIGHT, Guerrero attacks.

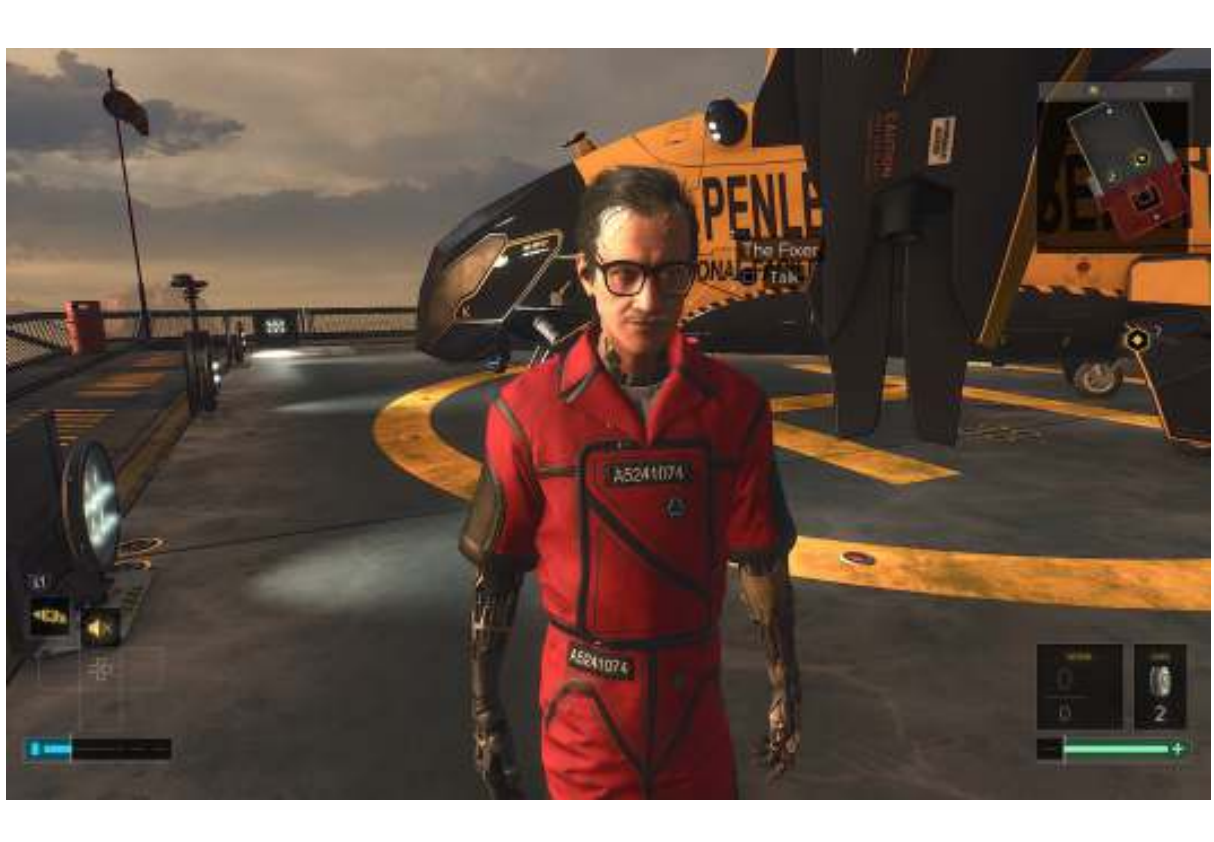

ALPHA
BETA
OMEGA
L2 FIGHT
R2 CUT LOOSE
...that, and Junkyard send their people after me. No offense, but they're way scarier than you guys could ever be. So looks like either way I gotta shoot someone to stay alive and it might as well be you...

DEAL WITH GUERRERO

If any of your choices triggers a fight with Agent Guerrero, you have no choice but to gun him down or be killed yourself. He activates his Glass-Shield Cloaking augmentation, so he's hard to spot. If you have the Smart Vision augmentation, however, you can use it to see Guerrero.

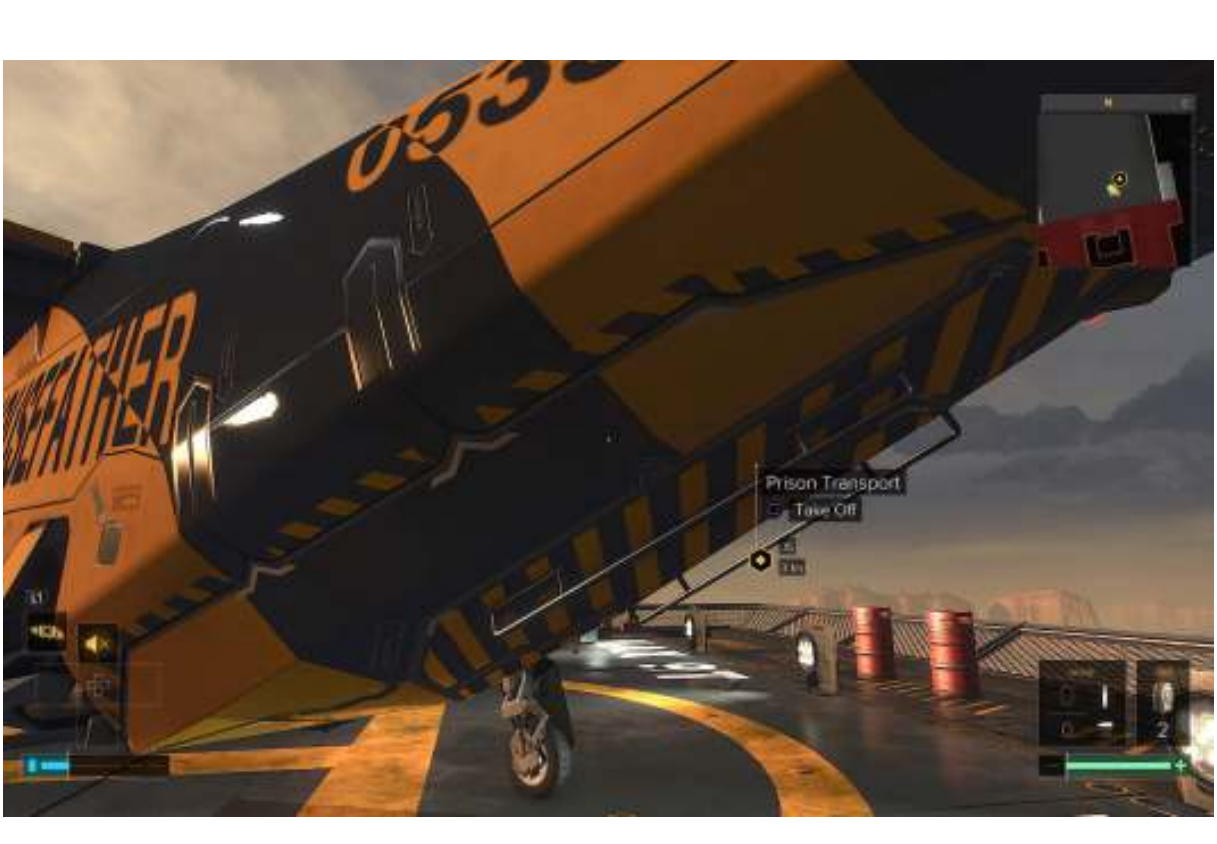
OPTIONAL: SPEAK TO THE FIXER

If you get this option, go talk to The Fixer. At the dialogue branch, first select DIG DEEPER to get more information and then make any choice that suits you.


The Fixer
Talk
A5241074

ESCAPE ON THE TRANSPORT

Approach the underbelly of the Prison Transport and select"Take Off" to trigger the final scene with Dr. Auzenne. You can tell the truth or lie about what happened on the Landing Pad; there are no consequences other than triggering different replies from the doctor.


Prison Transport
Take Off

DEUS EX
MANKIND DIVIDED™

Side Missions

Overview

There are a number of peripheral missions that help to develop the world and the story, but these are not required to play or beat the game. In this chapter, we go over all of these so that you know how to find them and what to do to complete them.

Many of the game's Side Missions can be missed if you don't stumble onto the right clues before a certain point. As such, it's very useful to look over these each time that you're in Prague.

Our Walkthrough references the beginning of each Side Mission so that you know when they start. That also helps you to find the tricky ones.

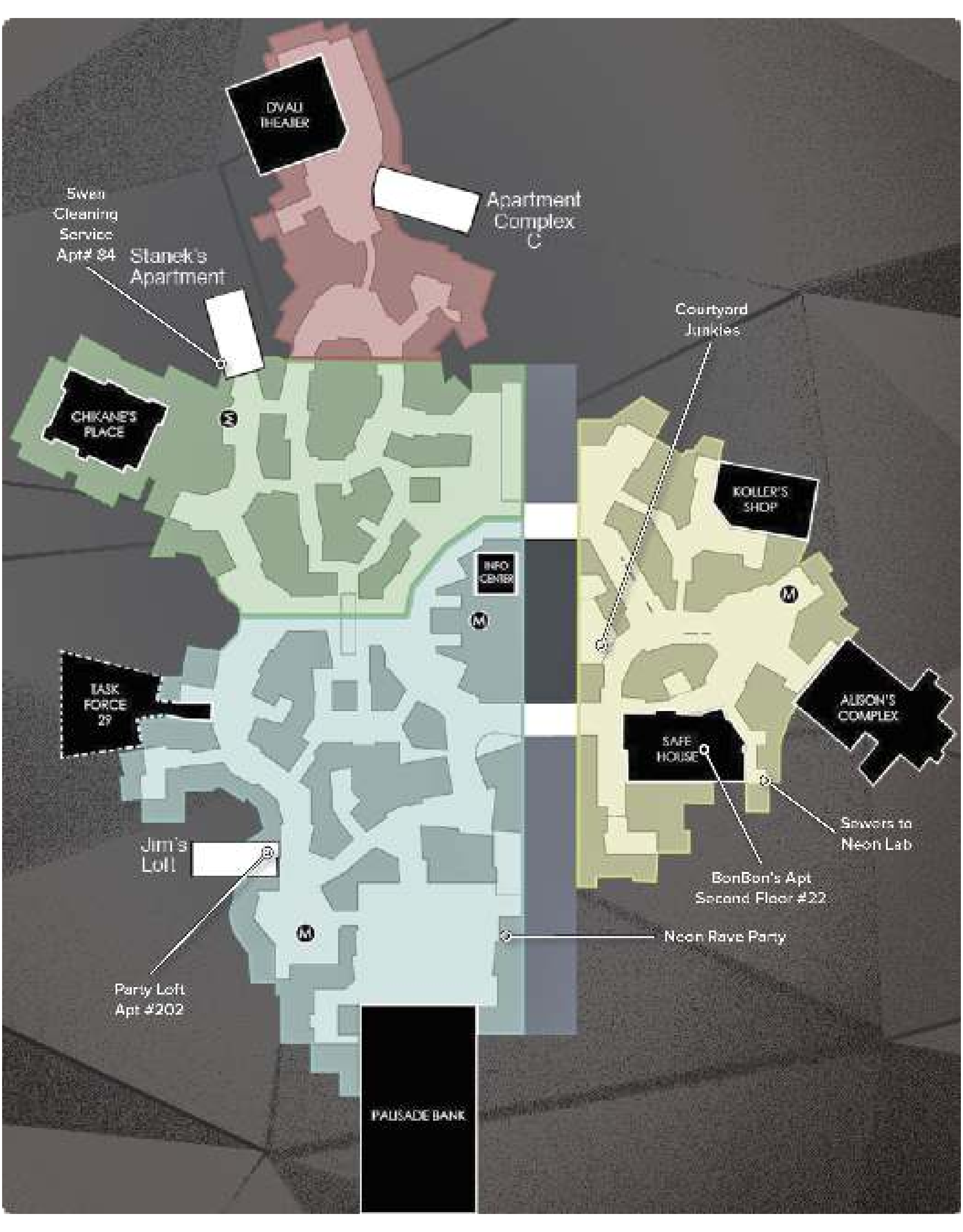
PRIMA GAMES

DEUS EX
MANKIND DIVIDED™

Side Missions

Neon Nights

CAN BE TRIGGERED: IN PRAGUE VISITS 1, 2, OR 3



DEALING IN COLORS

OBJECTIVES

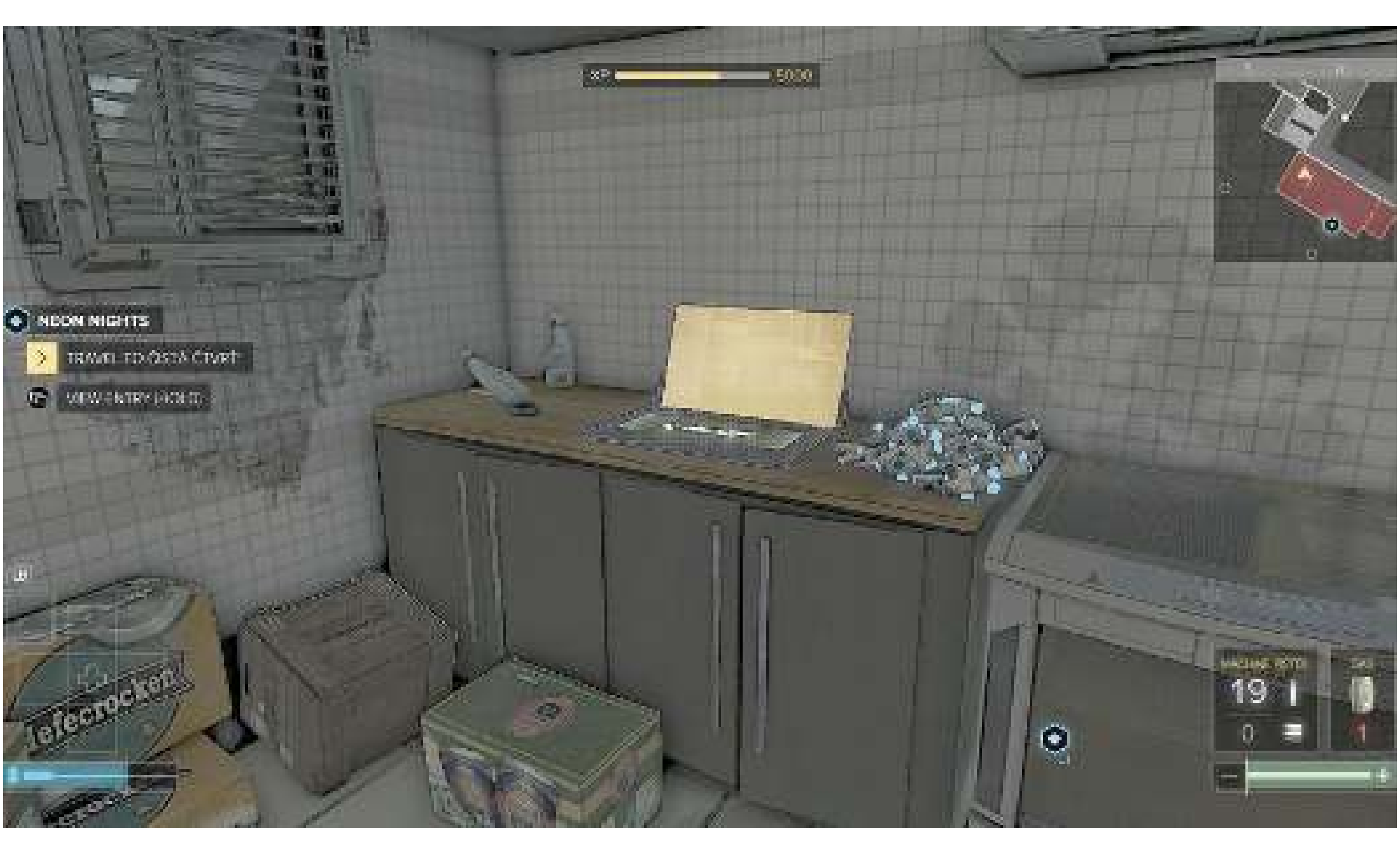
Investigate apartment 22 Zelen, in your home complex
Unlock Bonbon's computer

There is a small yard not far from your apartment; it's close to Koller's Shop and the police checkpoint. Go into that yard and you hear junkies talking about Neon. This points you toward the Side Mission, but isn't a critical step. The dealer on the other side of that yard can be knocked out. Loot him and his safe. You get a Pocket Secretary with the code to a dealer's apartment.

Those rumors point Jensen toward apartment 22 in his own apartment building. Two punks live there, dealing Neon. It's really ripping people apart, and you have a chance to do something about that.

To get inside, hack the front door console, use the ventilation shaft from the stairwell (on the third floor), or drop to the window ledge on the outside of the building. Once you're in, disable the two dealers. They won't pose any substantial fight, so this is quite easy whether you want to kill them or simply pacify them.

Search for a Pocket Secretary near the front wall of the place. It has a code for a computer. That system is in the kitchen, behind a small case of drinks. Hack that system or put in the code.



Read the emails to get to the next stage of the mission.

BEHIND OUR BACKS

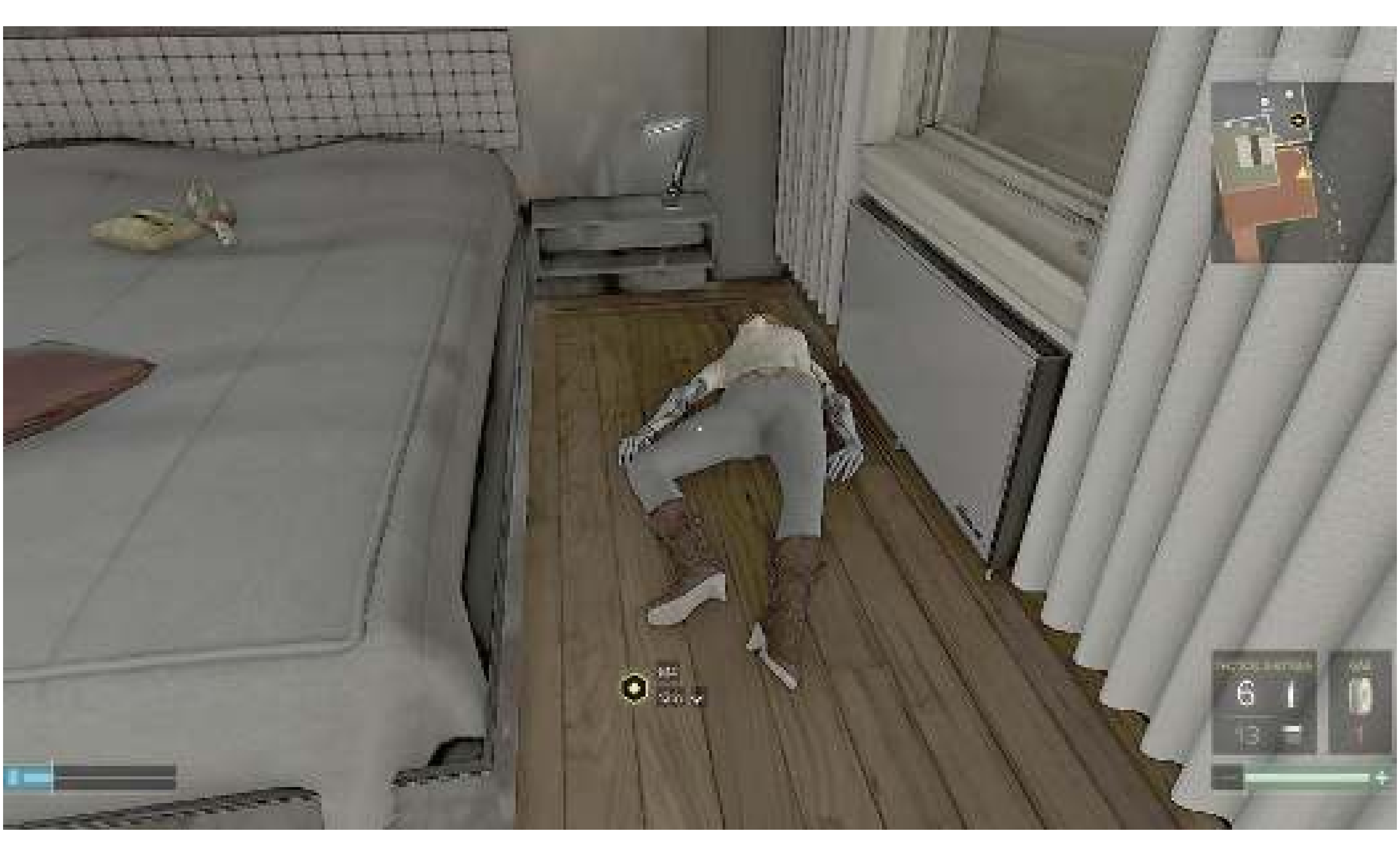
OBJECTIVES

Go to Čistá district and find apartment 202, at 33 Hlavní
Search a body upstairs inside the apartment
Use the computer on the main floor to call a cleaning service
Leave the apartment, come back later, and examine the swan on the upstairs bed

Ride the subway to Palisade Station and follow the objective marker to find a large apartment building; it's a fairly nice place!

Apartment 202 has its windows boarded up, so a direct approach makes the most sense. Go to the front door and hack the computer to gain access to the apartment.

Once you go inside, the smart home features of the apartment are activated. Cops arrive if you take too long in here, so be quick to hack into the laptop on the first floor, on the right. You can take control of the security features so that the cops aren't summoned.



Next, look upstairs. A dead woman is lying beside a bed. Search her for a Pocket Secretary. Then, read the emails on the laptop and use the home system to hire a "cleaning" service.

Leave the apartment for several minutes and then return. The places looks entirely different. Go upstairs again, and examine a swan that's left on the bed. This gets you the info you need to find a rave.

THE RAVE

OBJECTIVES

Go south and get into the rave at Ludvik Courtyard
Find the dead raver and examine his Pocket Secretary

The card you found at the apartment gets you into a rave in the same part of town; just walk south until you get to Ludvik Courtyard and let yourself in by the front door. No one is going to stop you, because everyone here is having a good time. Go down the left hallway and hack into a locked room. There's a dead man inside. Search him for a Pocket Secretary and read the contents of that item.

THE DOOR OF PERCEPTION

OBJECTIVES

Go to the apartment in the east
Get inside the apartment and use a spray bottle to access a secret room
Get into the locked safe inside that room
Take a Pocket Secretary from the safe and read its contents

You now know the location of an apartment on the eastern side of the district. That's where the cleaning service is located. Travel to the marked building and climb up the stairs inside to reach the second floor. The apartment with a swan on the door is the one that you're looking for.

Hack your way inside or use the vents from the first floor to get to a maintenance area. High jumpers can get up the pipes there and then go through another vent. You end up going directly into a secret room within the apartment if you take that route.

SEARCHING
6
7
0

There are a number of minor items inside the place. For the mission, you need to use a spray bottle in the main room. This unlocks the secret door along the wall nearby. Open that, go into the secret room, and hack into the safe there. A multi-tool would be very useful if you aren't a dedicated hacker, so go get one of those if necessary. You won't end up wasting anything, because you get a free multi-tool when you open the safe!

Take the Pocket Secretary out of the safe and read it. This tells you where to go for the last stage of the mission.

WHERE ALL THE COLORS COME FROM

OBJECTIVES

Go back to the southern end of Prague and go into the sewers
Get into the Dvali base
Empty the chemical tank

Use the sewer entrance at the southern end of Prague to approach the Dvali base where they're making Neon. The objective marker takes you to a locked gate, but you have the code (**0311**). Use that or extremely high-end hacking to get inside.

Wait for the turret ahead of you to scan to the side and then rush past it. People with turret domination can carefully secure the turret from the back side of the device. Otherwise, climb the stairs to the top and use the same code on the second gate.

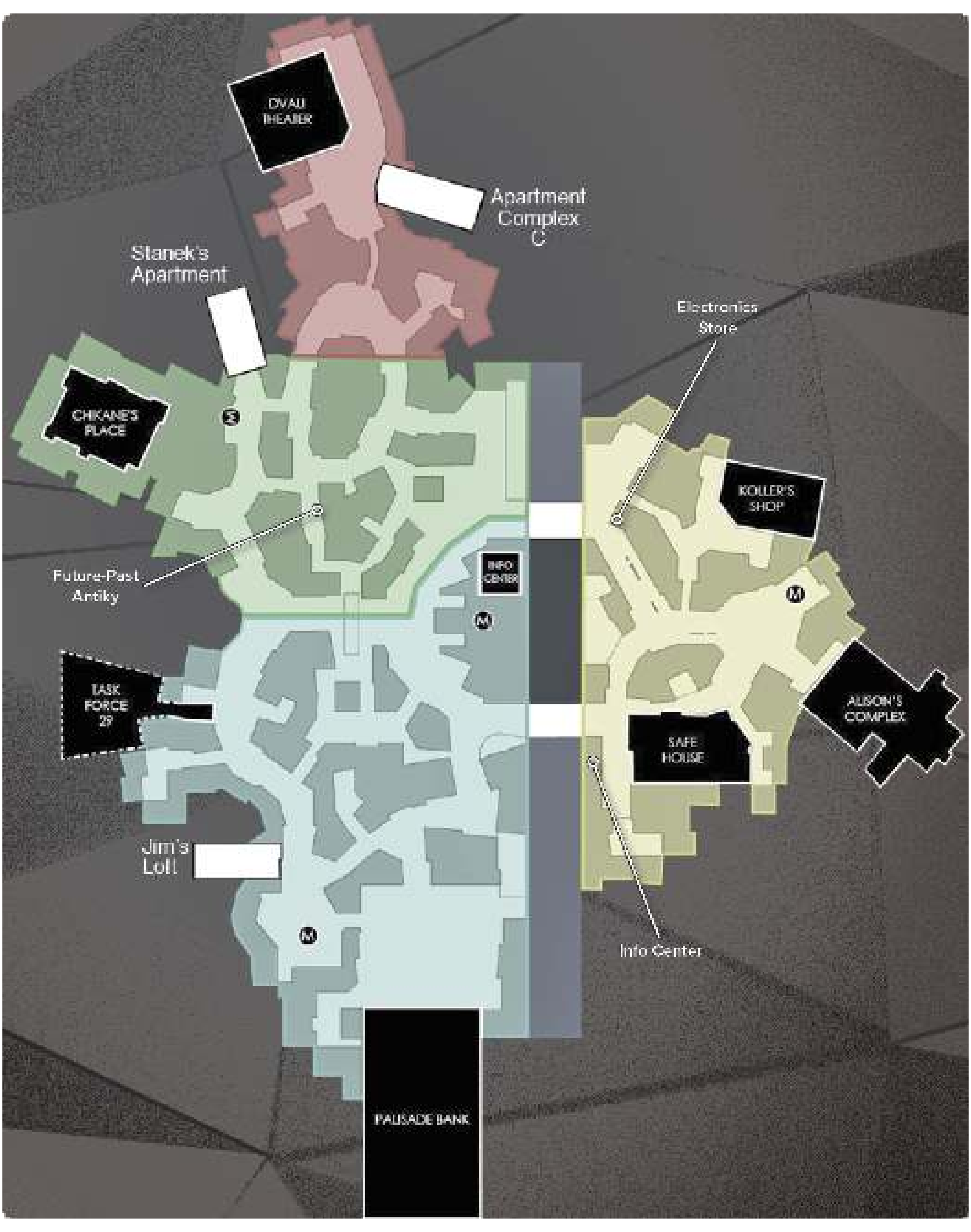
You're now in the heart of the Dvali operation. Six patrolling guards and multiple cameras are watching the room. The guards have grenades and heavy weaponry, so they won't be pushovers. Cover is mediocre, so an aggressive approach can be problematic.

Get onto the catwalk on the left. There's only one guard here, and he can be tranquilized or knocked out if you're careful. Once he's down, it's possible to hack the terminals up there and turn off the alarm panels, the turrets, and the cameras. It leaves the entire operation very exposed.

Now, go along the upper tier of the room and proceed to the small room in back. Disable one of the chemists who is likely back there, and then get into the locked room. It's watched by a turret, so having those turned off is very important. Use two Biocells to activate the computer terminal inside, then empty the chambers to complete this mission.

01011000

CAN BE TRIGGERED: IN PRAGUE VISITS 1 OR 2

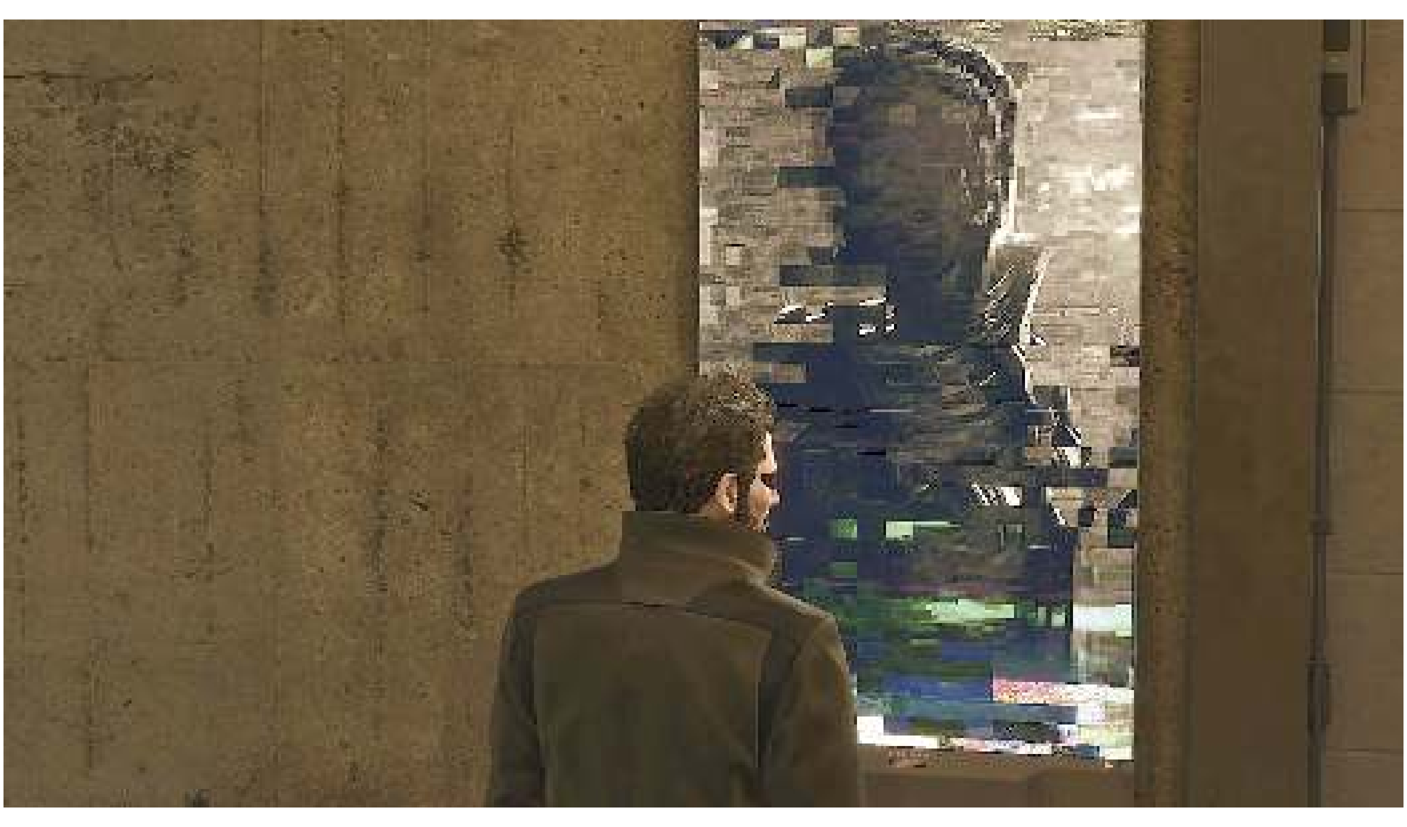


FIND THE GLITCH

OBJECTIVES

Make contact with the Glitch
Meet Helle in the electronics store (south side of Prague)

There are several broken ad panels throughout Prague. They show tons of visual artifacts and you can hear strange sounds playing from the devices. Approach and interact with the panels to begin this Side Mission.



Many of the glitched panels are inside or are very close to metro stations. Look for them there. Once you've interacted with one, travel to the southern end of Prague and go to the POI marked on your map. It's in an electronics store (near Koller's place). Enter the store, head into the basement, and then use one of the laptops. Start Messenger and make contract with a person named Helle.

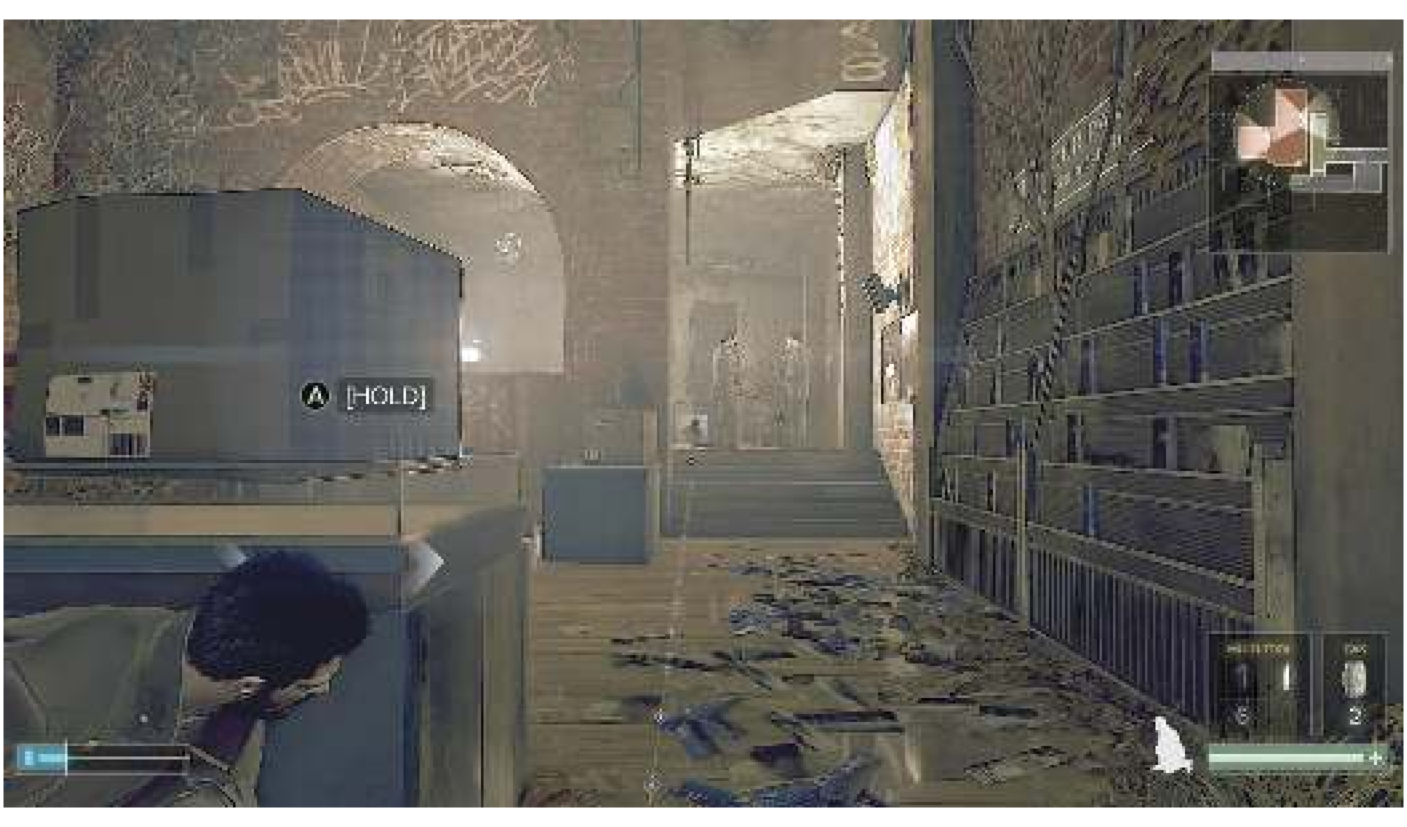
Agree to Helle's request to start the mission.

RETRIEVE HELLE'S PACKAGE

OBJECTIVES

Go to the old Tourism Center
Get the package

Follow the objective to a tourism building in the same district. The front door is boarded up entirely, but a side building is immediately accessible. Go inside and use the ventwork in there to get into the other building. Or, jump up through the upper floor of the building and come down into the tourism center if you must.



Be warned that there are three armed men inside the center. They're easy to take out (lethally or gently) if you enter via the vents. They won't see you, and the entire group can be stopped without a fight. Make sure to search their bodies for any Pocket Secretaries they have.

Use Helle's code on the locked door inside the center. Or, hack it for XP if you wish. There's a Disk in that room, and that's the "Package" that you're looking for.

FIND A READER AT FUTURE-PAST ANTIKY

OBJECTIVES

Go to Future-Past Antiky
Talk to the clerk
Get your Data Reader

Take the subway to the northern part of town, and look for the technology/antiquities store marked on your map. Talk to the clerk inside. He's friendly, but a bit off. Press him about the name of the store until he gets flustered. Once he's upset, talk to him about the Pocket Secretary you found on the armed men, back at the Tourism Center. That gets you a wealth of information and the Data Reader.

You can then decide whether the clerk should leave or if you're going to give him issues. That's your call. When you're done, search the building for Crafting Parts, because you can score tons of them.

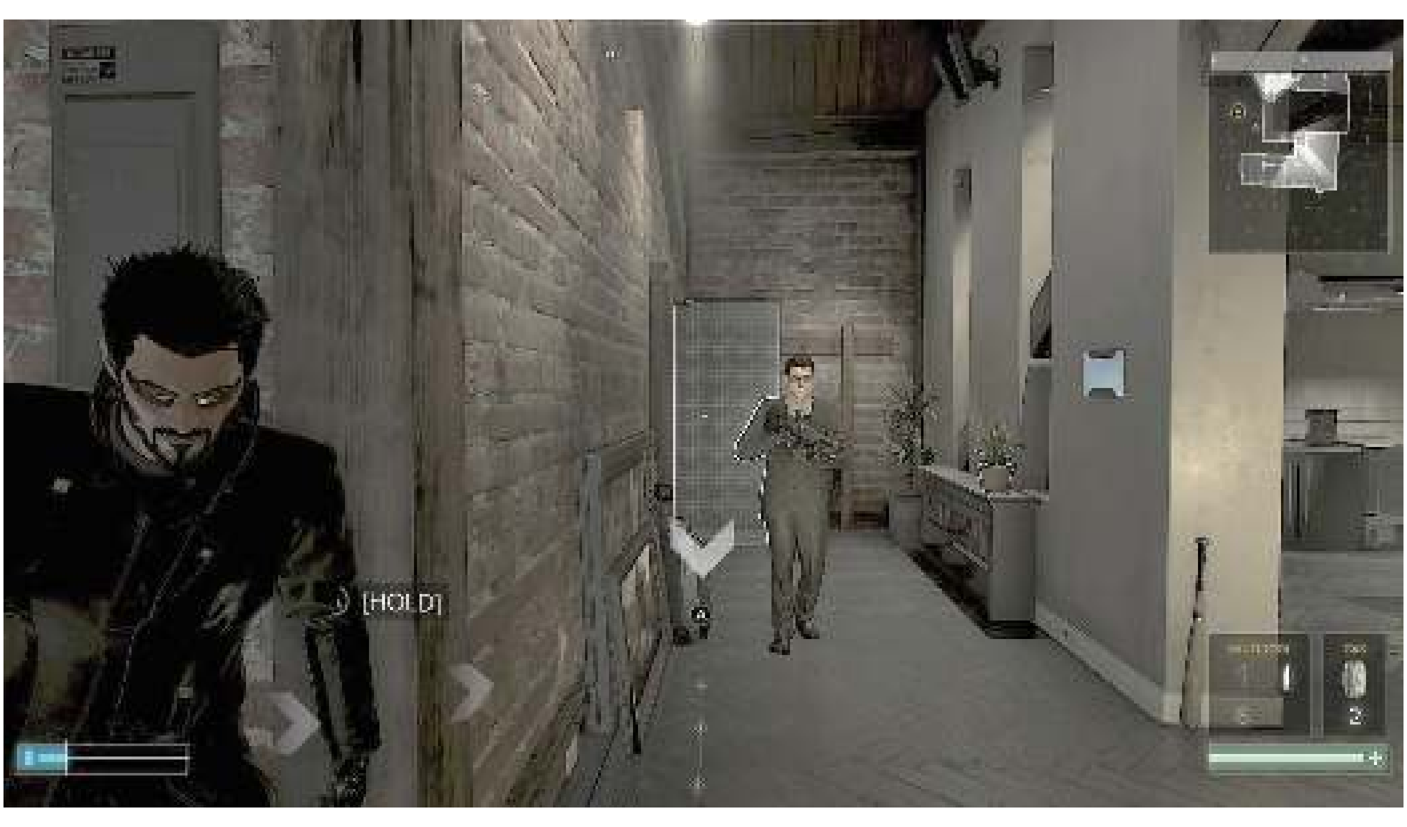
ACCESS THE DATA AT THE SAFE HOUSE

OBJECTIVES

Go back to your safe house
Use the Data Reader to contact Helle
Survive the attack on your apartment

Take the subway south, once again. Go back to your safe house and take a load off for a time. Use the Data Reader on the coffee table, near your TV. Talk to Helle, but don't let your guard down. More of those armed men arrive. Two come into your apartment, and several more stay in the corridors of the apartment complex.

Deal with these interlopers however you wish. You've already completed the mission by the time they arrive, so you only need to worry about being spotted or slaughtering them if you're playing a specific way.

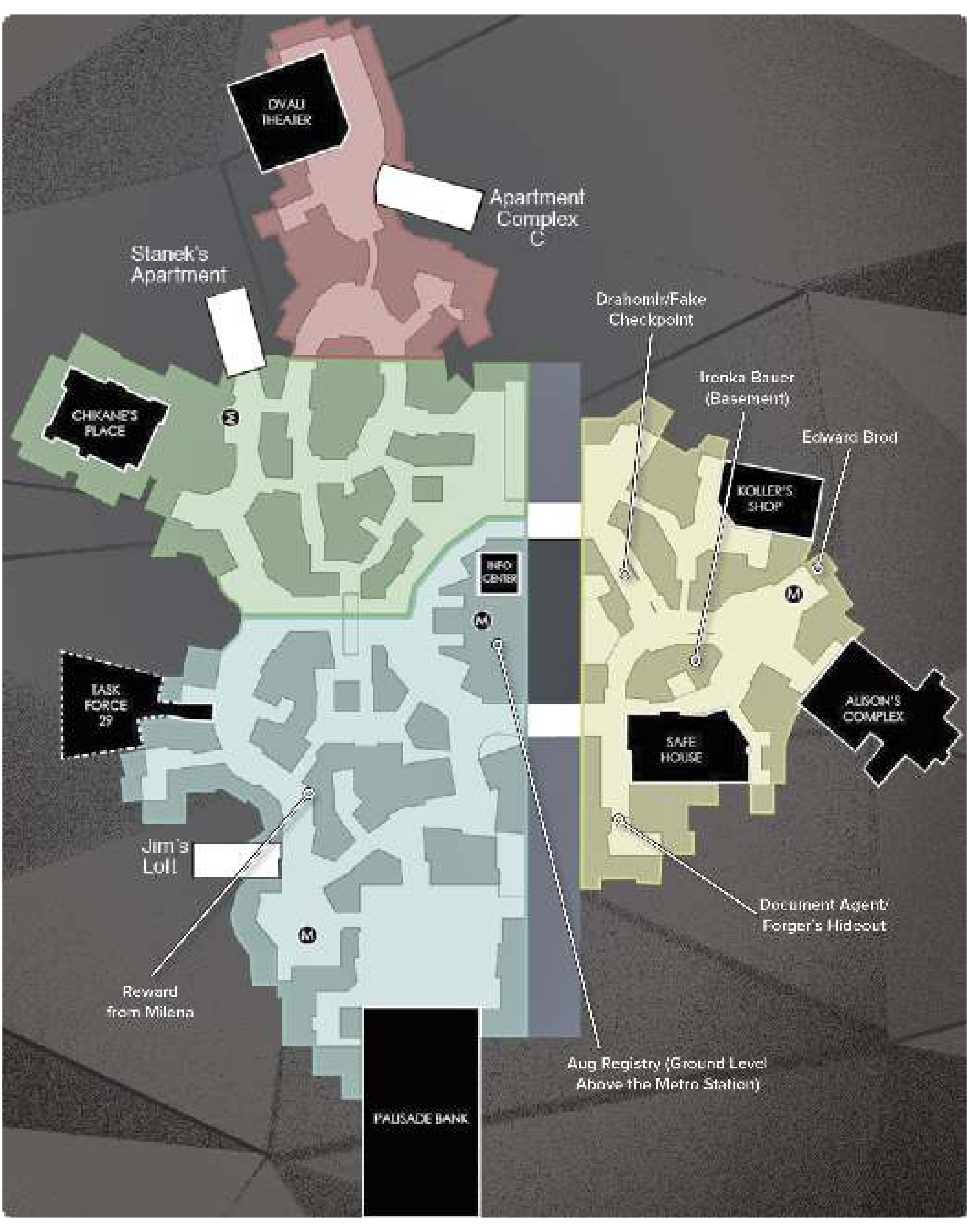


To take them out non-lethally, just wait in your bedroom. They separate after being in the apartment for a minute. You can then sneak up on the first, knock him out, and go after the other guy with impunity.

Side Missions

The Golden Ticket

CAN BE TRIGGERED: IN PRAGUE VISITS 1 OR 2



MEET THE DOCUMENT AGENT

OBJECTIVES

Make contact with either the cop near Koller's checkpoint or talk to Milena in the old toy factory

If you go along with the corrupt cop by the Koller's Bookstore checkpoint, you learn about a document forger. This begins the Side Mission, but you can also start it by approaching Milena, at the top of the toy factory. No matter how you find out about this mission, Milena is the person you have to talk with eventually.

The toy factory is fairly close to Jensen's apartment building. It's fairly well protected; there are several thugs in the main building and the yard outside. In addition, there are lasers with frag mines attached to them for anyone who wanders in the easy way.

Crouch and time your trip through the lasers if you use the direct route. Otherwise, take the ventilation shaft on the right side of the yard to get in. People with good jumping augs can also get onto the roof and slip into Milena's room quite easily.

Once there, talk to her and learn about the operation. If you agree to help, this Side Mission continues. You're given locations for two Augs who need help. Milena also asks you to deal with Drahomir so that this whole thing doesn't come crashing down on her head.

DEAL WITH DRAHOMIR

OBJECTIVES

Stop Drahomir one way or the other

Drahomir is the corrupt cop that works at the fake checkpoint near Koller's Bookstore. Milena needs you to stop him, but there are a couple of ways to do this. If you talk to a cop that's about 50 feet to the left of the checkpoint, you can easily convince her to stop Drahomir. She's been dying to stop him anyway.

ALL hum
VŠICHNI

If you're crazy and want more of a challenge, you can kill him. He's surrounded by other cops, and the city will think that you're just going after all of the officers. A long-range snipe followed by a run for the sewers or your apartment building can succeed here. It's way tougher, but also very fun.

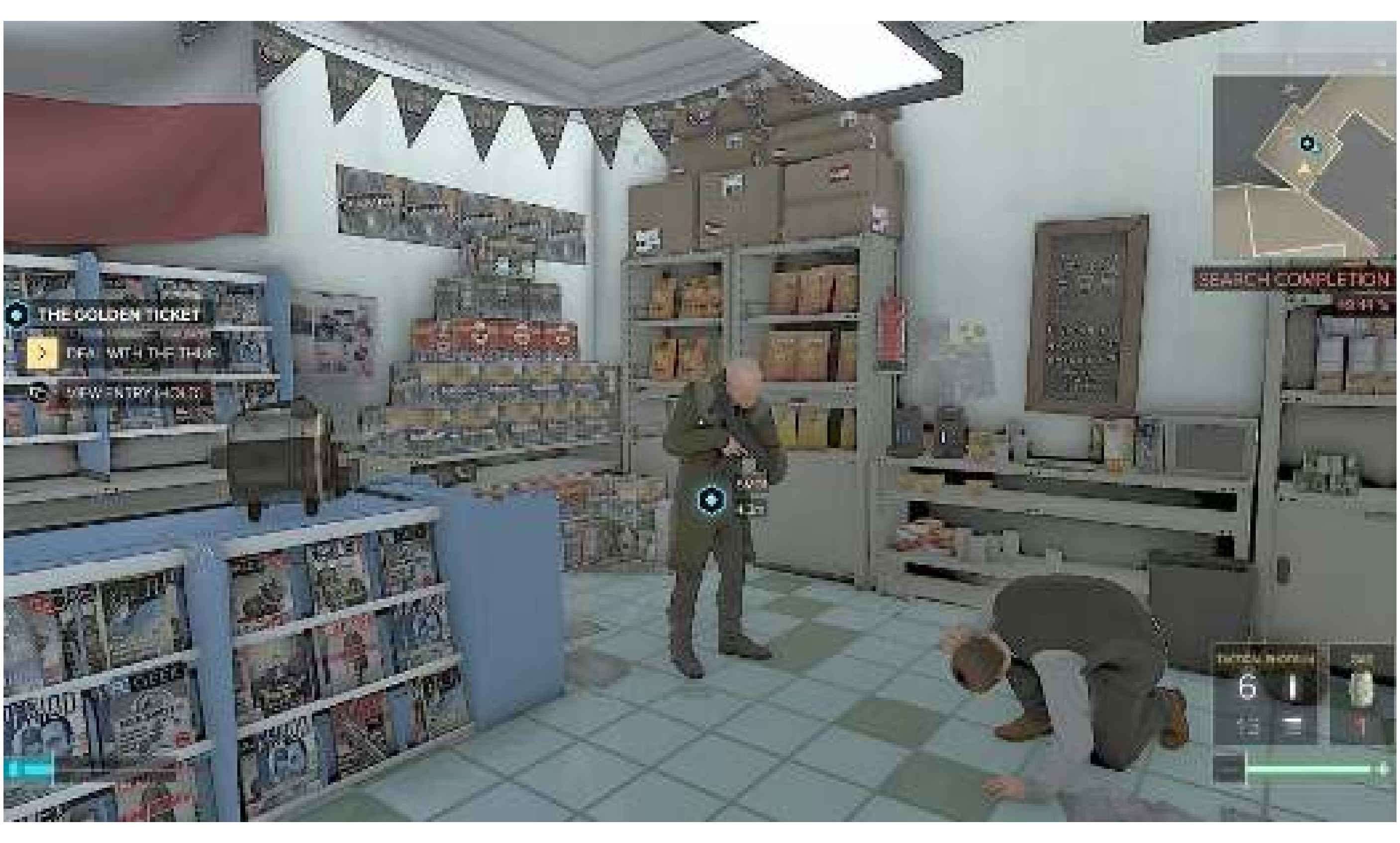
MEET EDWARD AND IRENKA

OBJECTIVES

Stay in the same district and meet two Augs
Deal with the thug at Edward's store

At this point in the mission, both Irenka and Edward can be tracked down without many problems. They're in the same district as Drahomir, so it's wise to do these steps back to back. Irenka is downstairs, in a small theater just off the main road. Talk to her and hand over the permit.

Then, go near the subway station and look for Edward's story. It's being robbed by a thug who gives you plenty of lip if you try to intervene. Use a Takedown to quickly end the confrontation, and then talk to Edward.



You can try to scam money out of him, but the honest thing to do is simply to hand over the permit and talk to him.

Once these steps are complete, you only need to validate everything so that the two of them have genuine permits instead of just worthless paper.

VALIDATE THE PERMITS

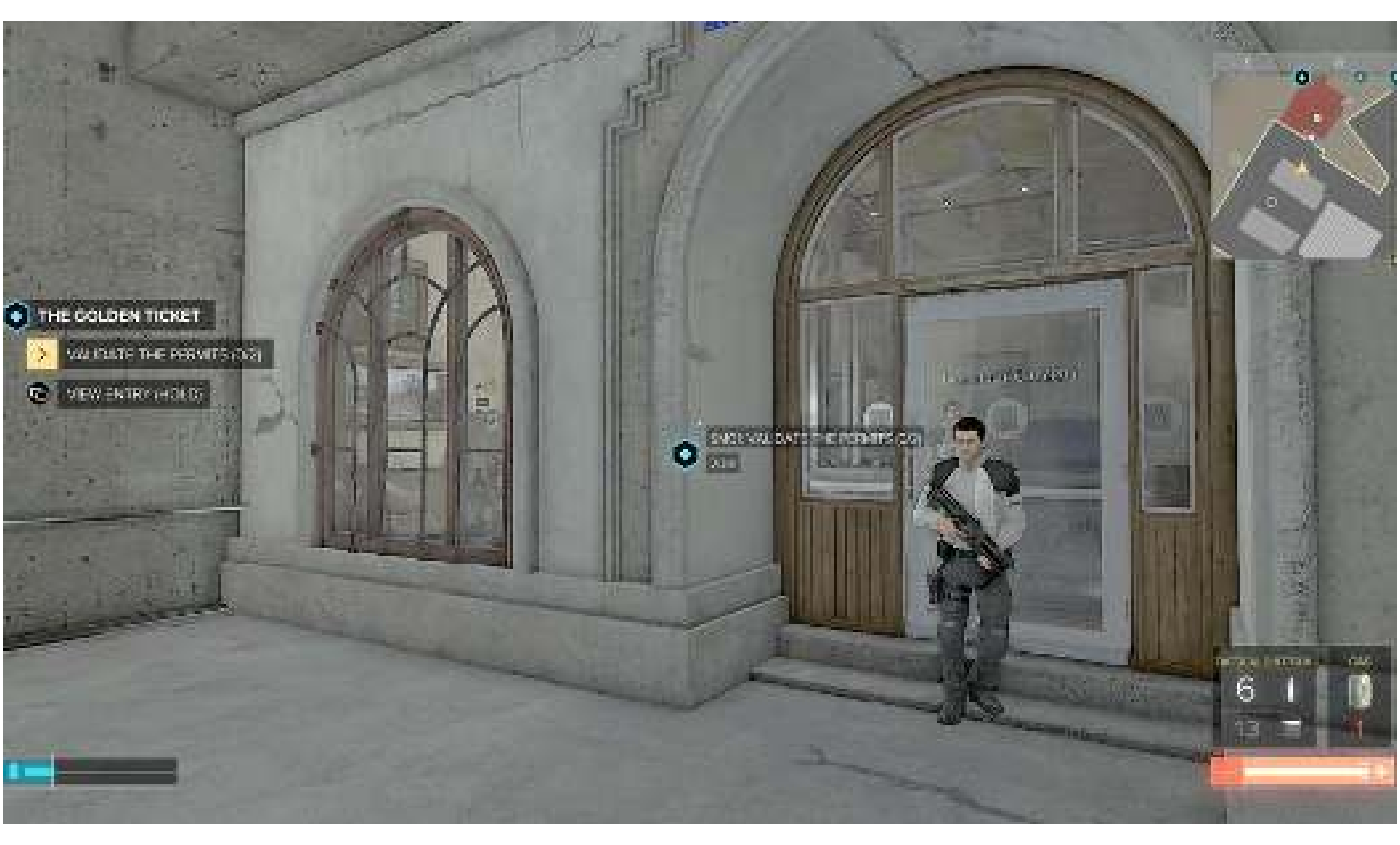
OBJECTIVES

Go to the registration building near Monument Station and validate the permits
Gain access to the back room and use the registration machine to complete the process
Choose which person to assist

The registration building is on the northern side of the city. Follow your objective marker to reach the front entrance. Two officers work inside the building, and there's a camera facing the main entrance.

You can break in by the front, knock out the guards, and proceed into the back from there. This likely triggers an alert by the police, but this building is defensive and you can eventually leave by a rear exit. Or, if you have high jumping, you can enter the rear entrance without alerting anyone. To do this, go around the right side of the building until you find a large, grey truck. Jump onto it and leap up to a vent above. This takes you into the registration building's back room, where you can complete everything.

If you're coming from the front, the door that leads into the back part of the building is locked. Use the code (**6788**) to bypass this, or hack the system if you'd prefer to get more XP.

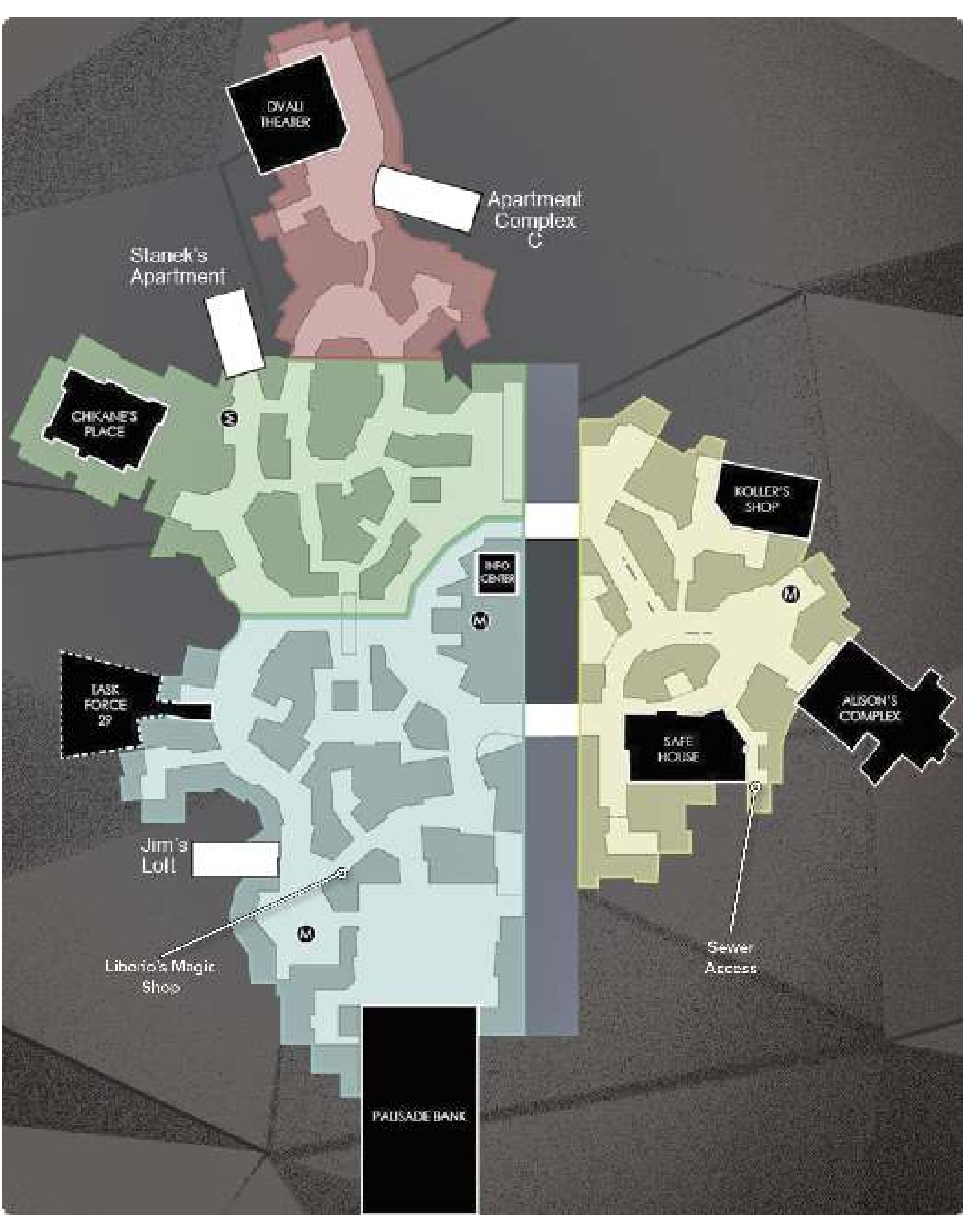


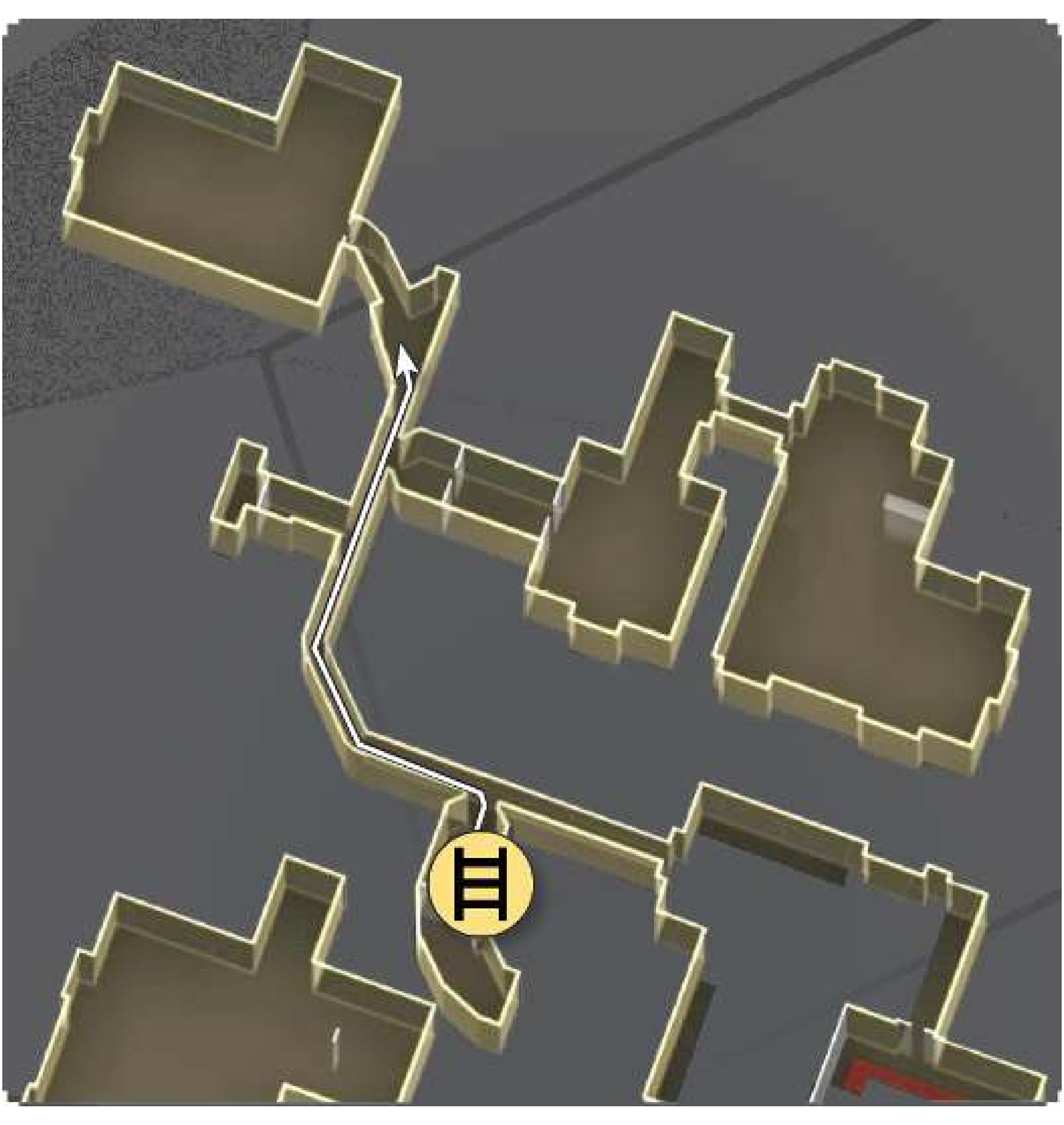
When you get to the back, the computer is also locked down. Use the code (**SAMITHEDOG**), learned from a Pocket Secretary on one of the men, to access everything. Or hack that system, too. Once you're in, turn off the cameras, turn on the registration machine, and get to work.

Use the machine and choose one of the two people to assist. You can't help both. It's up to you who to pick. And with that, you've completed the mission. It's the best of a bad situation. Leave via the vent in the back room. It takes you out to the street for a fairly discreet escape.

Cult of Personality

CAN BE TRIGGERED: IN PRAGUE VISITS 1 OR 2





ENTER THE LOCKED AREA

OBJECTIVES

Talk to Viznik

Go into the sewer compound

The Side Mission begins when speaking to Viznik in the sewers. Start from your apartment and then look for the sewer entrance that's close to the subway station. Climb down there and explore the path to the left. Use a small side tunnel to avoid the gas ahead, and keep going all the way forward until you reach the last section in the north.

A man is there, dressed plainly. Talk to him and find out what he's doing. His name is Viznik, and he's got some issues. If you agree to help him, this Side Mission begins.

Enter the compound behind Viznik. The door is locked, but Viznik has given you a keycard to get inside.

CONFRONT RICHARD

OBJECTIVES

Talk to Richard

Examine the poster near the door and the crumpled one on the side of the room

As soon as you enter, Jensen meets Richard. The leader of this community seems to have a tremendous amount of hold over his people. After a long conversation with him, you're able to move around again.

There's an interesting poster near the exit, but the information at the bottom has been scratched out. Look at that, but search the right side of the room next. A crumpled poster is over there, and this one still has most of its writing left intact.

After reading it, you can leave the compound and return to the surface. You're ready for the next step. Go to the subway and travel to Palisade Station, in the northwest.

ANOTHER PATH (NEUTRALIZE RICHARD)

You can end this now if you want, but it requires high tier hacking and a less rewarding approach (roleplaying wise). There's a ladder on the right side of the compound. Climb it and avoid the camera above, because it sets off a turret. Take the passage to the right and use level 5 hacking or a multi-tool to break into the door there. It takes you around the rear of the compound, and then into Richard's office. You can disable or kill him there and also turn off his turrets.

SEEK OUT LIBORIO

OBJECTIVES

Go to Liborio's magic shop

Talk to Liborio about Richard

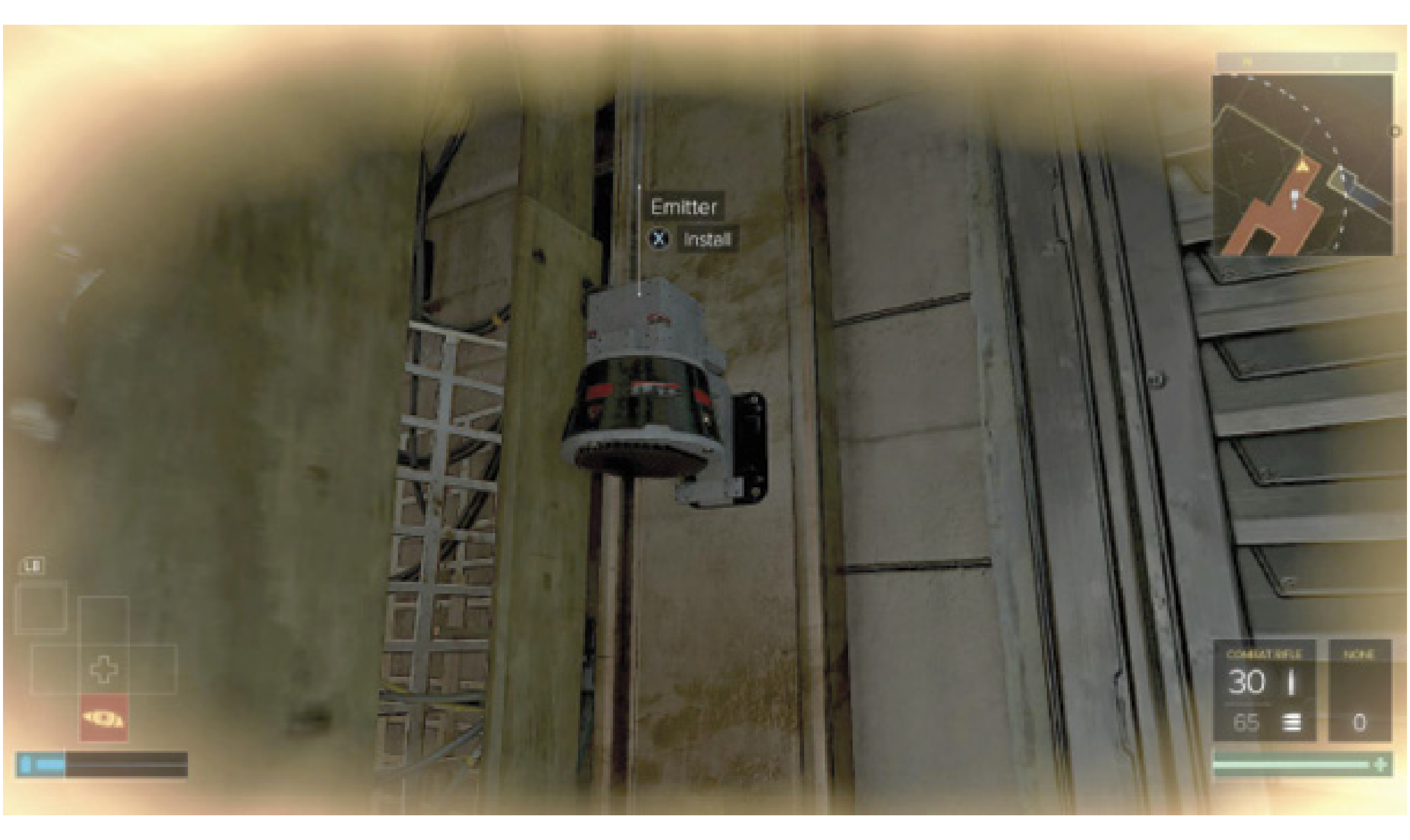
Liborio's shop is almost on top of Palisade Station. Go there and meet the magician as soon as you get to that part of town. He explains how Richard is controlling everyone, and even gives you three Scramblers to help break the signal when you return to Richard's sewer compound.

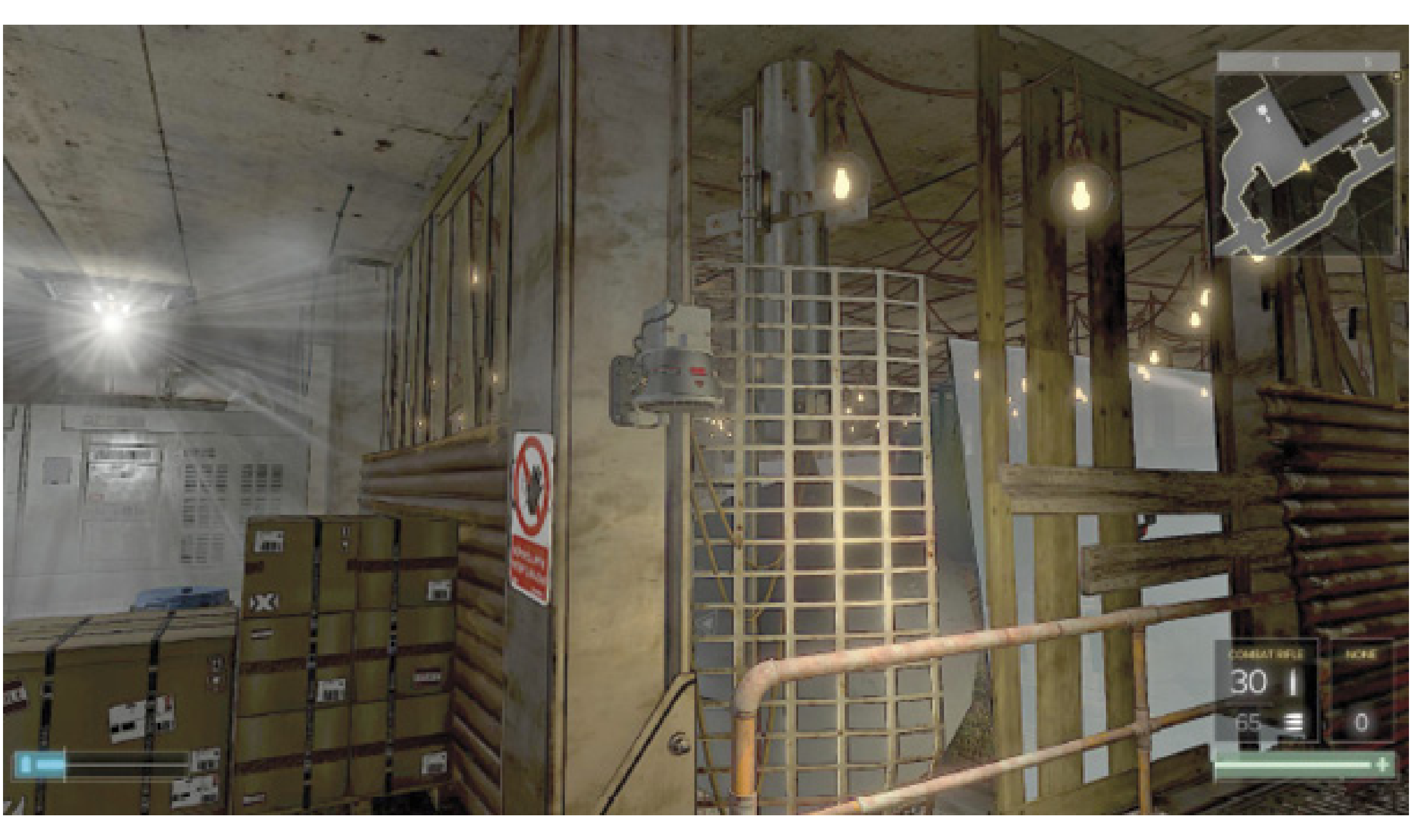
EXPLORATIONS OF THE SELF

INSTALL THE SIGNAL SCRAMBLERS

OBJECTIVES

Bring Liborio's Scramblers to the cult's area and install three of them





Richard's ex-partner Liborio provides a way to confront Richard without anyone getting hurt. If you can install these devices on the emitters inside Richard's compound, it should undermine his ability to amplify his hypnotic techniques.

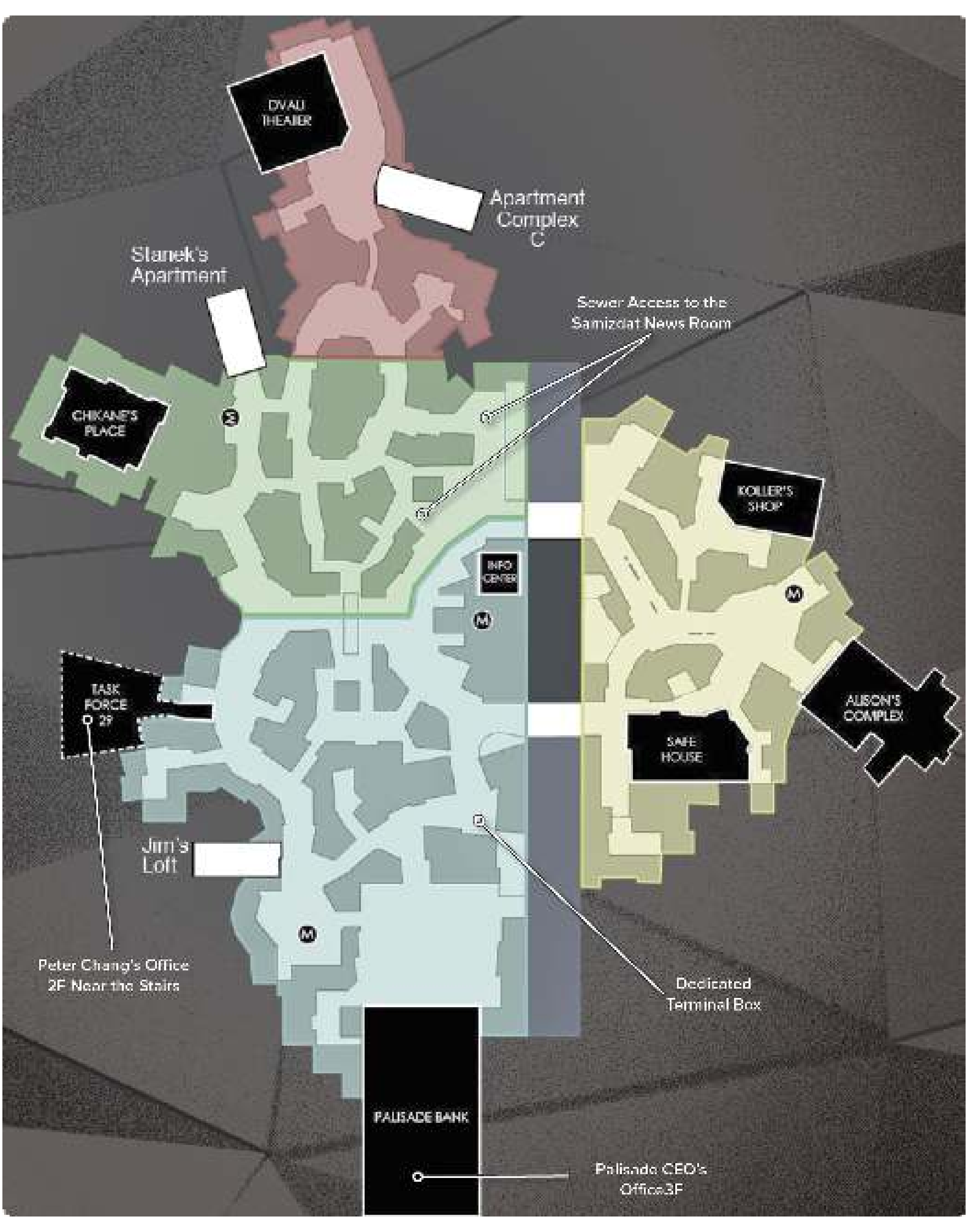
The emitters are all on the upper level of the area. Two of them are on the western side (west of the main room and northwest of it). The third is northeast from the big room. They're all watched by the turret cameras, so you need to be quick and time your approach, or use Invisibility/EMP rounds to aid in your work.

REVEAL RICHARD

OBJECTIVES

Samizdat

CAN BE TRIGGERED: IN PRAGUE VISITS 1 OR 2 (BUT YOU MUST TALK TO PETER CHANG AT T29 BEFOREHAND)



FIND THE SOURCE OF THE HACKS

OBJECTIVES

- Talk to Peter Change in TF29
- Talk to the clerk in the store above TF29
- Go to the apartment building at 33 Hlavni
- Break into the marked apartment and use a laptop inside
- Log into Messenger and set up an appointment with the contact you find

Peter Change is on the second floor of the TF29 compound. Talk to him to start this Side Mission. Ask as many questions as you like and then accept the task. As you leave the compound, talk to the clerk inside the store. She provides more information about the hacks that have been occurring. You also learn about an apartment building that may be a place of interest in this investigation.

The apartment building in question is fairly close to TF29's address, so this is a good mission to start as soon as you leave TF29 for the first time. Go to the building and climb to the third floor of the northern block. Make sure that you're on the correct side of the building (there are two sets of stairs).

Hack into the apartment or jump to the windows and slip in through those. Once inside, find a laptop and gain access to it. The laptop has a Messenger service. Log into that, contact the person it links to, and set up a meeting. Just play it coy. Ask what the rush is, and then ask where the man is. He gives you directions.

FIND SAMIZDAT AND PREVENT THEM FROM EXPOSING TF29

OBJECTIVES

- Find the manhole cover that's marked as your objective
- Climb down into the sewers and meet the Samizdat news group

A manhole is now marked as your objective for this mission. It's in the same district, but on the southern side of it. Go down there and open the manhole, then climb down into the sewers. Follow the tunnels past several groups of homeless people, and keep going along the only major route until you find Samizdat. There are three people in a lower area with multiple computers and TV screens.

Talk to them. If you agree to help the group, they drop their investigation into TF29's front.

DIG UP DIG IN THE CEO'S OFFICE OR SILENCE THE MEMBERS OF SAMIZDAT

OBJECTIVES

- Kill or incapacitate all three members of Samizdat
- Or proceed with the following
- Go to the Palisade Property Bank
- Break into the CEO's office and steal a Dossier
- Return the Dossier to K

Flight 451 Dossier
Subject: Re: Cista Airlines flight 451
Rotate
Zoom
Back

Killing or even incapacitating all three members of Samizdat here ends things immediately. They're not well armed, so it isn't difficult to accomplish. As soon as you're done, Jensen calls Chang and you're awarded your XP. Though this route is very fast, you lose out on some very lucrative items compared to running through this quest the long way.

As long as you're willing to see this through to the end, let everyone live. Leave the sewers and go to the western side of the district. The Palisade Property Bank is there. Enter and use the elevator inside a hallway to the left to get downstairs. Hack into an office below to get an Elevator Keycard. With that, you're allowed to go to the third floor, where the CEO's office is located. Do so!

When you're up there, hack into the office on the left. There are two guards inside, protecting the private stairway into the CEO's office. You can knock them out or sneak past them. Invisibility is a huge boost here.

Break into the office above and go to the security laptop. Hacking that lets you turn off the cameras, laser grid, and alarm systems in the bank. Everything is much easier afterward.

Then, use the puzzle on the northern side of the room. It's a rotating table with three stacks of blocks. You need to configure it into a pattern of two blocks on the left, one in the center, and three on the right.

This puzzle is fairly manageable. The left block goes down each press you interact with the table. The middle one goes in a pattern from 1 -> 2 -> 3 -> 1. The right block always tries to go up.

Your goal is to get the table into a set of three left, three center, two right and then to interact a single time with the table. This shifts everything to show as 2, 1, 3.

Short version: Interact once, turn. Interact once, turn twice. Interact once. This opens the door.

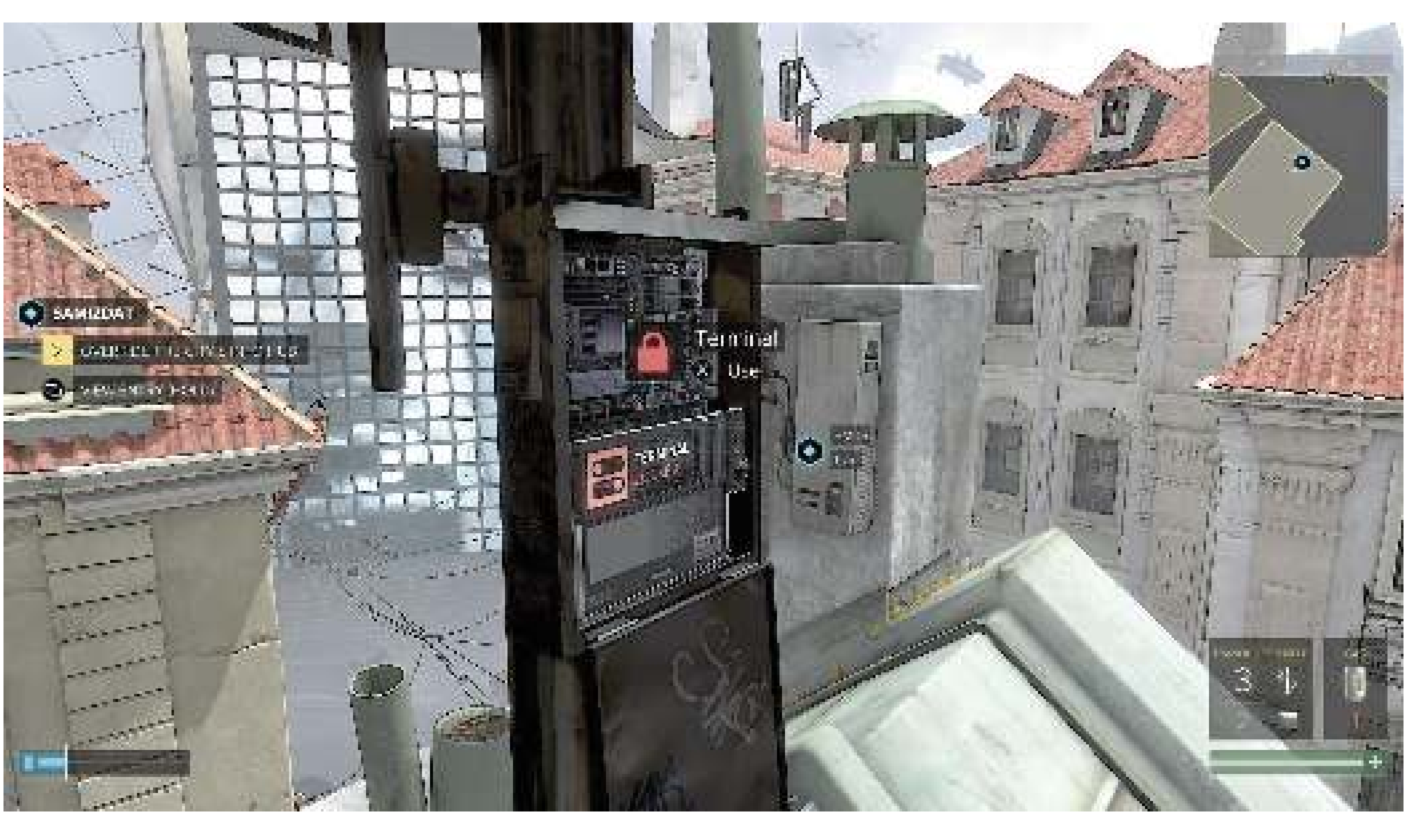
If you dislike puzzles, try the ventwork behind the TV in the office. That can take you into the secret room, too. Either way, break into the safe inside the hidden area and get a Praxis Kit, Triangle Code, and a Dossier. Bring the information back to K, in the sewers.

OVERRIDE THE CITY'S INFO HUB

OBJECTIVES

- Approach the network hub, outside in the city
- Use a machine next to the building to get onto the roof
- Hack the network terminal and allow remote access for K

The objective marker takes you above ground once again. It marks a building with a simple store, but if you look up you can see that there's a satellite link of some sort on the roof. That's where you need to go.

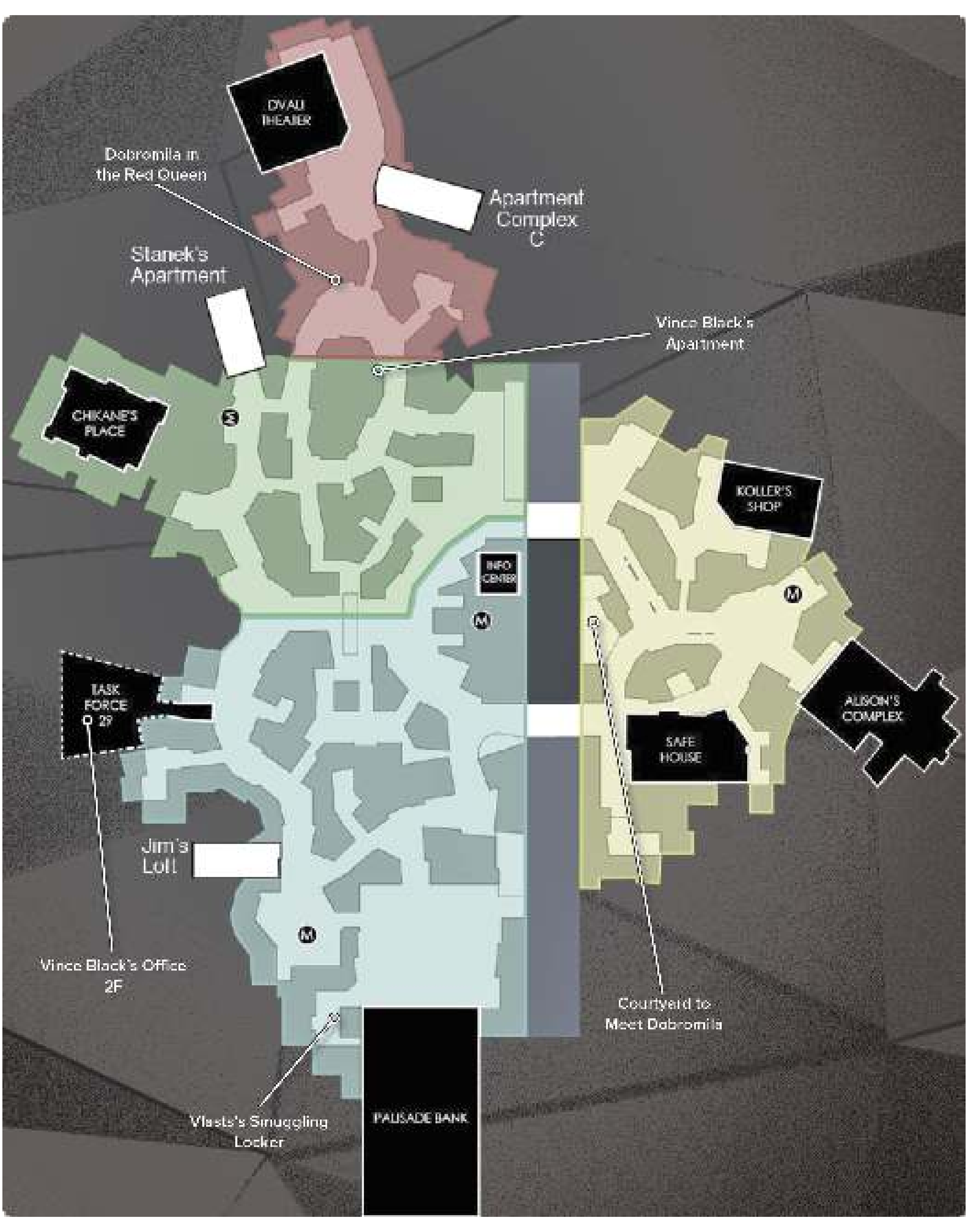


There's a machine similar to a cherry picker in front of the building. Put a Biocell into it for an easy ride up to the roof (and safely back down later), then hack the simple terminal up top. Allow remote access for the Samizdat people to complete the mission.

Side Missions

Fade to Black

CAN BE TRIGGERED: IN PRAGUE VISIT 2

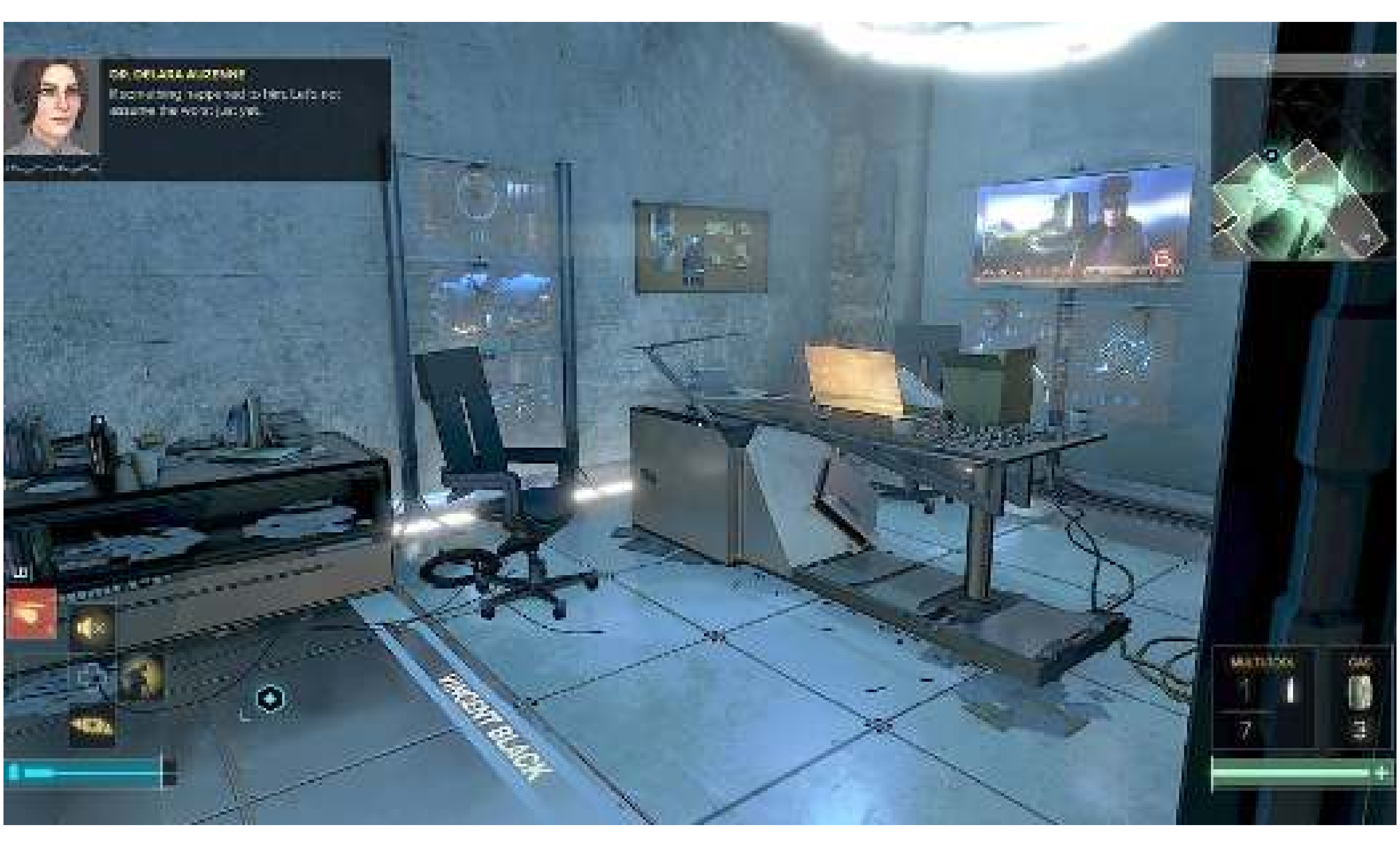


SEARCH VINCE BLACK'S OFFICE

OBJECTIVES

Meet Dr. Auzenne in Miller's office
Go to Vince Black's office and search

You can't start this Side Mission until you've gotten partway through the second visit to Prague. After going back to TF29 and using the NSN, you are asked by Dr. Auzenne to look into Vince Black's whereabouts. As long as you agree, the mission begins.



Go to the other side of the same floor and search Black's office. There's a Train Ticket in there, by the wall. Also look on his computer and read both of the emails that are left on it. You can leave the office afterward.

MEET VINCE BLACK'S INFORMANT

OBJECTIVES

Leave TF29 and meet the informant at the Red Queen

Go to the Red Queen, in the red light district. Look for a balcony on the third floor where a number of people are relaxing. One woman there stands out. Her name is Dobromila. Talk to her and Bluff. She starts pouring out details.

To gain Dobromila's trust, you must help her out. Finish the conversation and leave the bar.

GO TO THE MEETING SPOT

OBJECTIVES

Go to the southern end of Prague and find the meeting spot
Get more information from Dobromila
Read the map you receive

Take the subway south and go to Dobromila's marked meeting point. Don't approach her as the meeting begins. Instead, get to the rear of the yard and wait for two armed men to enter. You have to stop them before they reach Dobromila, because they kill her if given a chance. If you want to be stealthy, then wait for the second man so that you can knock him out and still sneak up behind the first.

Either way, you must stop them. They don't need to die, but both have to be incapacitated. Search them afterward, and then talk to Dobromila. To get what you need, either give her 350 Credits or hand over the Train Ticket that you found in Black's office. She tells you about a storage unit that's important, and then gives you the code, as well (**2565**).

If Dobromila dies, you should search the scene to get a map. This leads you to the storage locker even without Dobromila's direct help.

INVESTIGATE VLASTA'S LOCKER

OBJECTIVES

Go to the storage unit and get inside
Look for a woman named Olivie inside a hidden basement

Travel to Palisade Station and head west. The storage units are very close by. Use the code (**2565**) to get inside the marked unit, or hack into it. There's a picture on the left wall. Interact with it to open a secret door. Descend into the basement and talk with the woman hiding there.

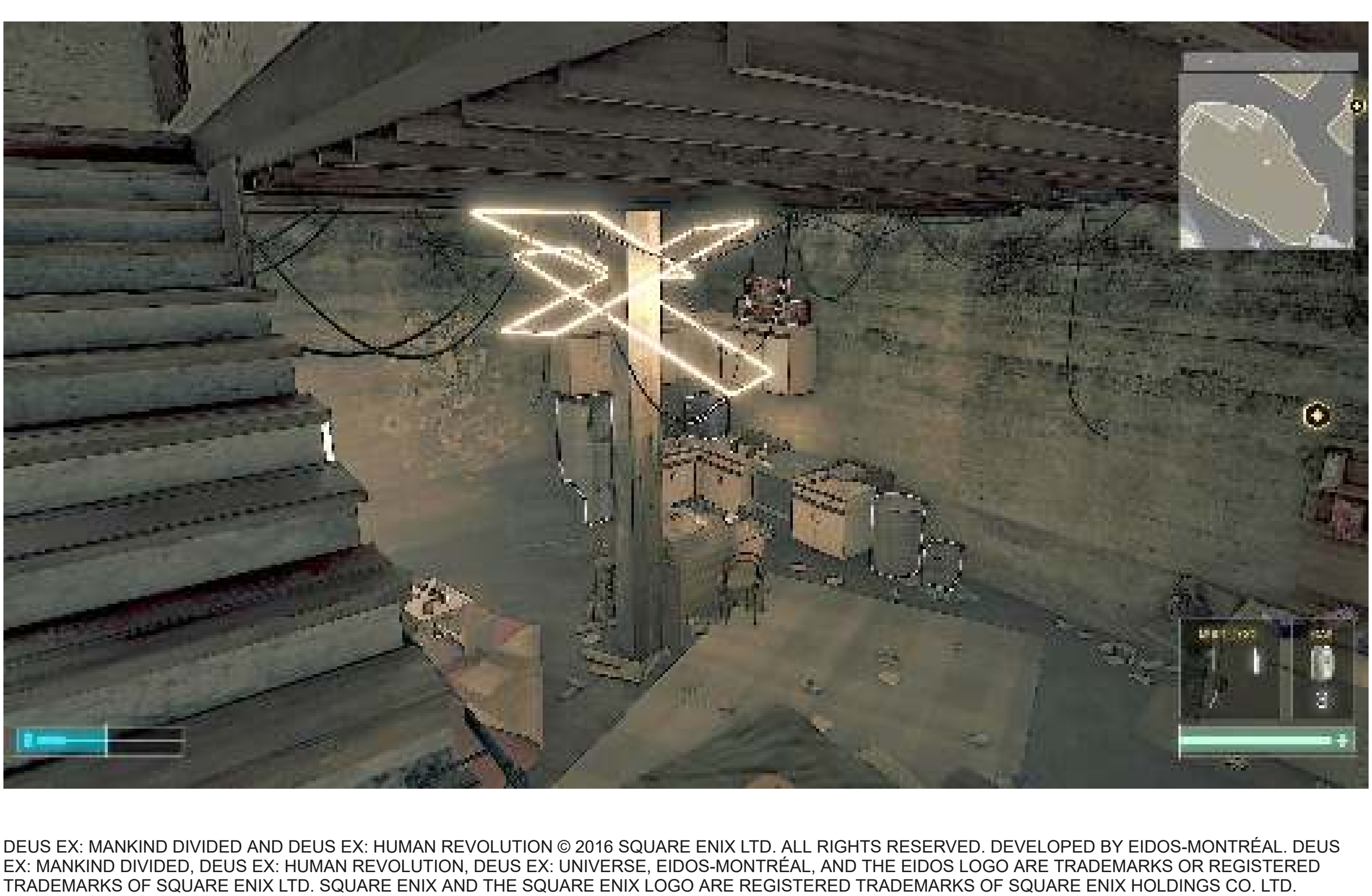
As you finish your conversation, an armed man named Vlasta arrives with two goons in tow. If you ask him about Vince, you get into a fight with all three of them. To avoid that, just say that you're there to see Olivie out. Then, Appease Vlasta. He lets you and Olivie go about your business without any shooting.

FIND BLACK'S APARTMENT

OBJECTIVES

Go east, to Vince Black's apartment
Find out what happened to Black

Black's place is east, close to the red light district. Look for a crude entrance by the objective marker and go down into the basement. Search for everything you can, and talk to Auzenne when she calls. This completes the mission.



All in the Family

CAN BE TRIGGERED: IN PRAGUE VISIT 2

ONE LAST FAVOR

OBJECTIVES

Follow the POI to the Red Queen

Talk to Masa Kadlek

To begin this mission, there are several things that have to be in order. You need to be in your second visit to Prague. You must also have promised to do favors for Otar Botkoveli. Then, you need to have either killed Gallois during Golem City's mission or at least warned Gallois so that he disappeared. If you didn't complete that mission or promise to do favors for Otar, then this will never trigger.

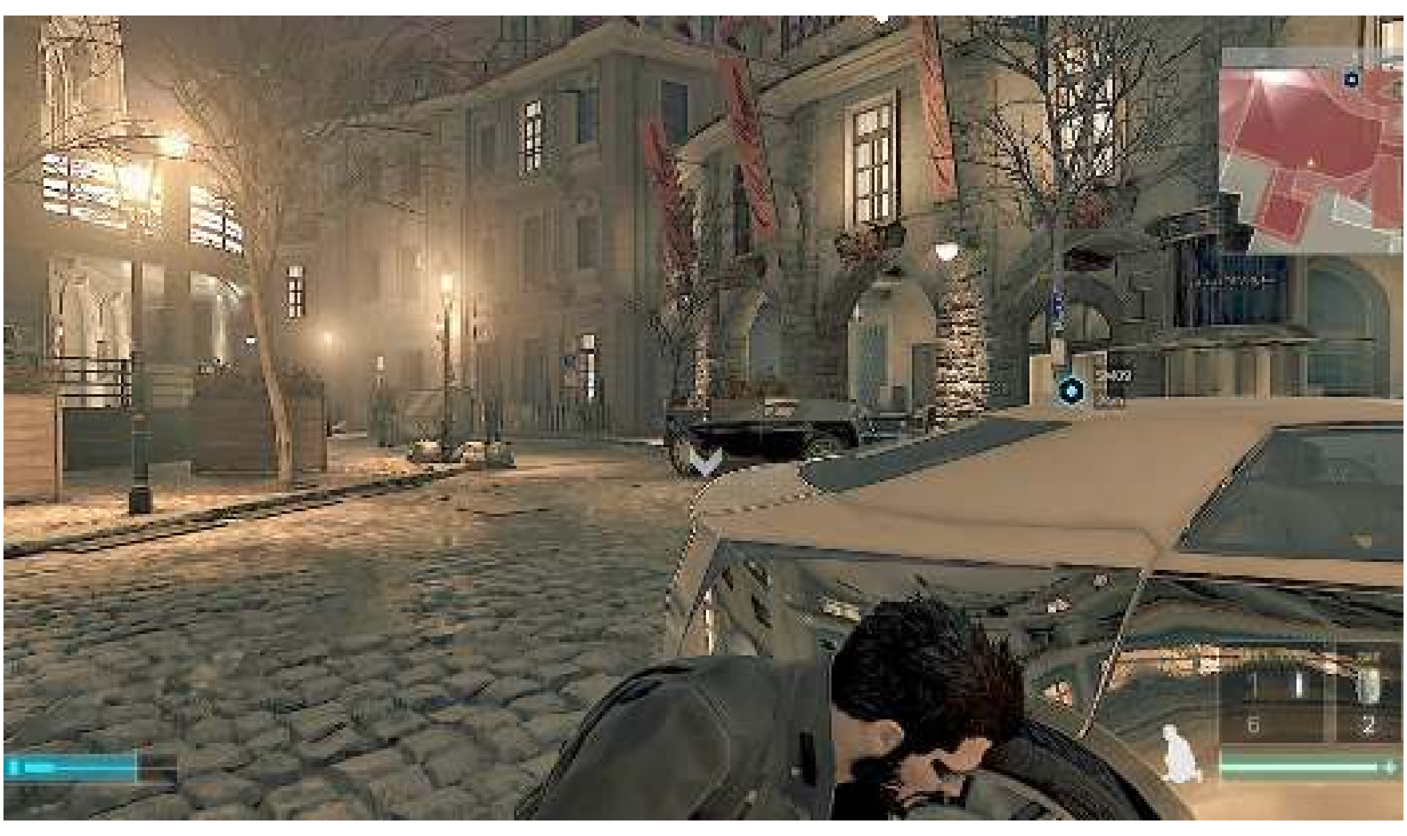
Otherwise, One Last Favor goes into your Points of Interest when you return to Prague. Follow that to begin. Enter the bar, head upstairs, and look for the Manager's Office. Inside, Masa Kadlek is seated. Talk to her. Ask about her relative Dominik and then agree to grab him from the Dvalis.

INFILTRATE THE DVALI SAFEHOUSE

OBJECTIVES

Go to the safehouse

The safehouse is right next door to the Red Queen, but it's not that easy to get to without causing trouble. The entry to the courtyard is next to the bar, but it's guarded by a number of Dvali thugs. If you're willing to get loud, break right through them and take out the crew before you go into the courtyard.



To be silent, look for another passage a bit farther from the Red Queen. This leads to a sewer entrance. You can get into the courtyard by going under the streets, though there is gas below and without a Rebreather Aug you're going to need to use some healing items as you rush through the gas-infested tunnels. Instead, look up from the sewer entrance! The building has a second-story entrance above you. A High Jump or a Biocell can get you in that route, which is so easy.

If you sneak toward the front entrance from inside the courtyard, using the cars for cover, you won't get spotted. Go in through the front door, and then hug the walls to stay out of sight. Even lethal playthroughs must be careful here, because you're not allowed to start an alert inside the building or the courtyard.

FIND AND INCAPACITY DOMINIK

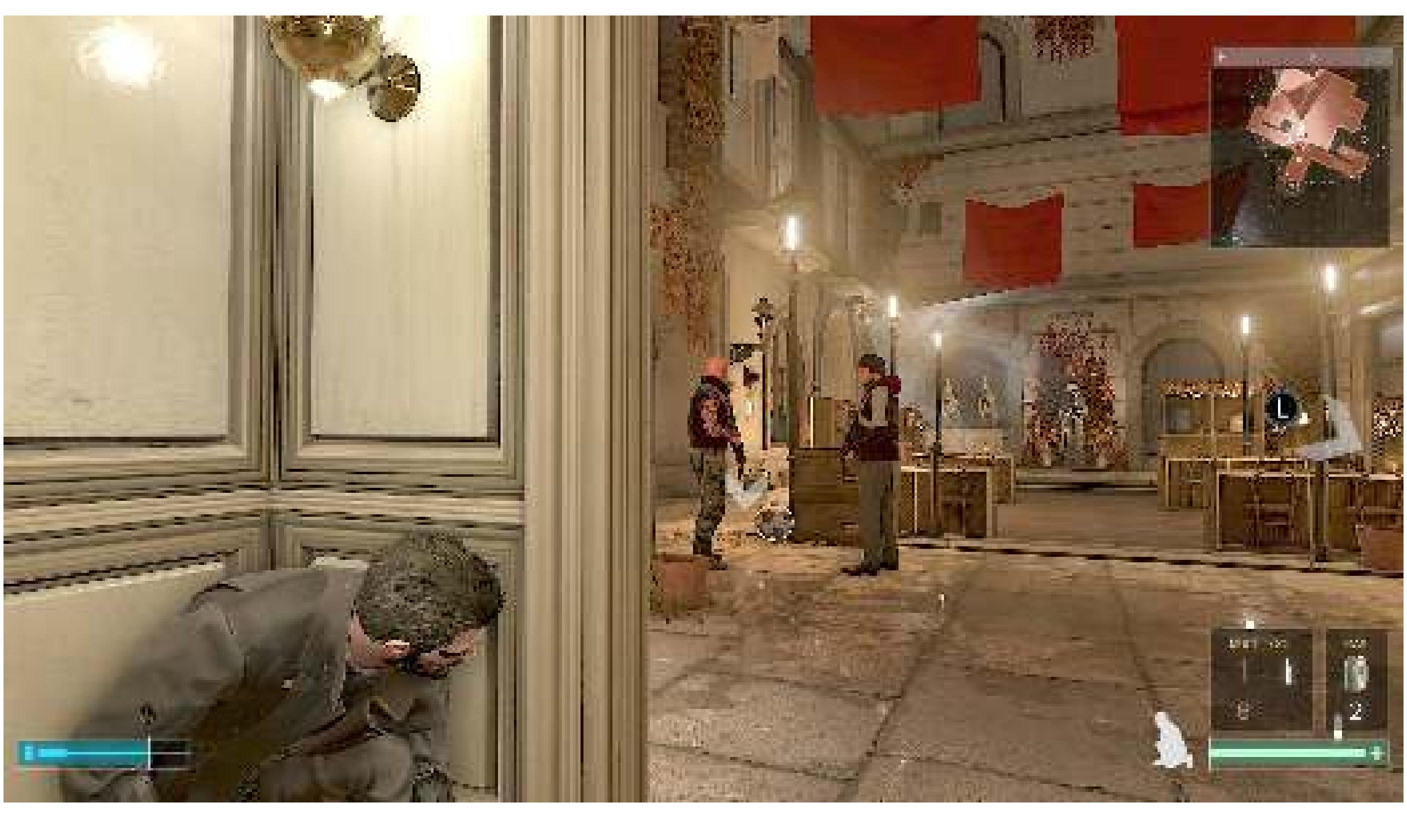
OBJECTIVES

Find Dominik and use a Non-Lethal Takedown on him

Carry Dominik to a storage locker, outside the Dvali compound

Seal Dominik inside the locker

There are cameras all over the place. Dominik is on the first floor, inside the laundry room. The walkways are all guarded, and most of the apartments throughout the building are, as well. There isn't too much to steal, so that isn't a top priority unless you're clearing the place out in the future.

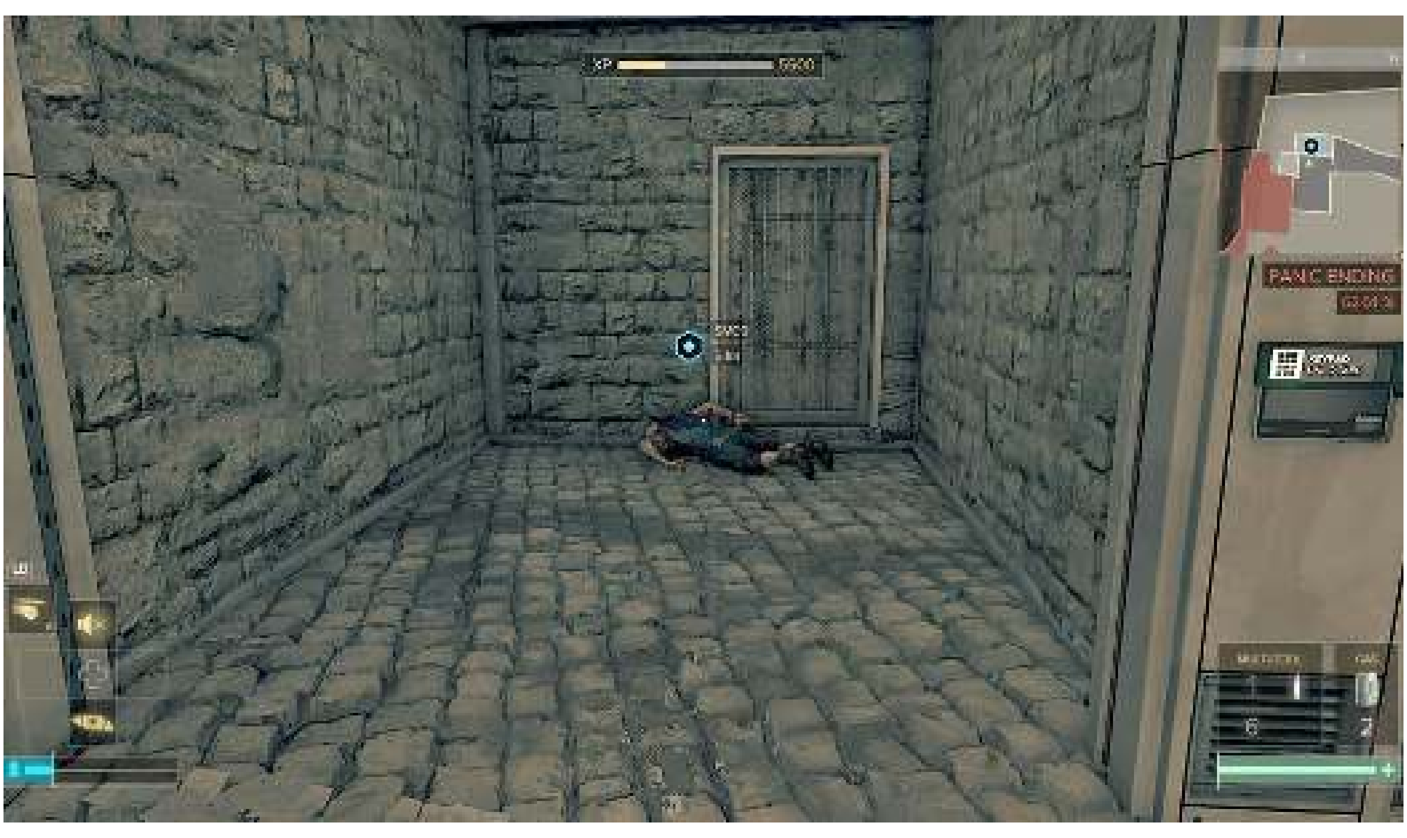


Avoid the cameras by moving cautiously when they're turned away from you. Get to the stairs and climb to the third floor. Knock out the only guard who is on the walkways in the center, and then open the door that he's near. The code is (**0666**) if you don't want to hack it.

Go inside the room and look near the TV, on the left. Crouch down and search for a button underneath the entertainment center. Press that to open the control room for bonus XP. Go in there and use the computer inside to disable all cameras and alarm panels (just in case).

Next, go down to the first floor and knock out both guards. You can do this without difficulties once they're far apart, but use noise to lure one away from the courtyard if you're having any trouble. When they're down, sneak into the laundry room and knock out Dominik.

Carry him to the second floor and use the balcony that overlooks the sewer entrance as an escape route. It's much closer to the drop-off point for Dominik, and you won't have to carry him past waves of guards outside.

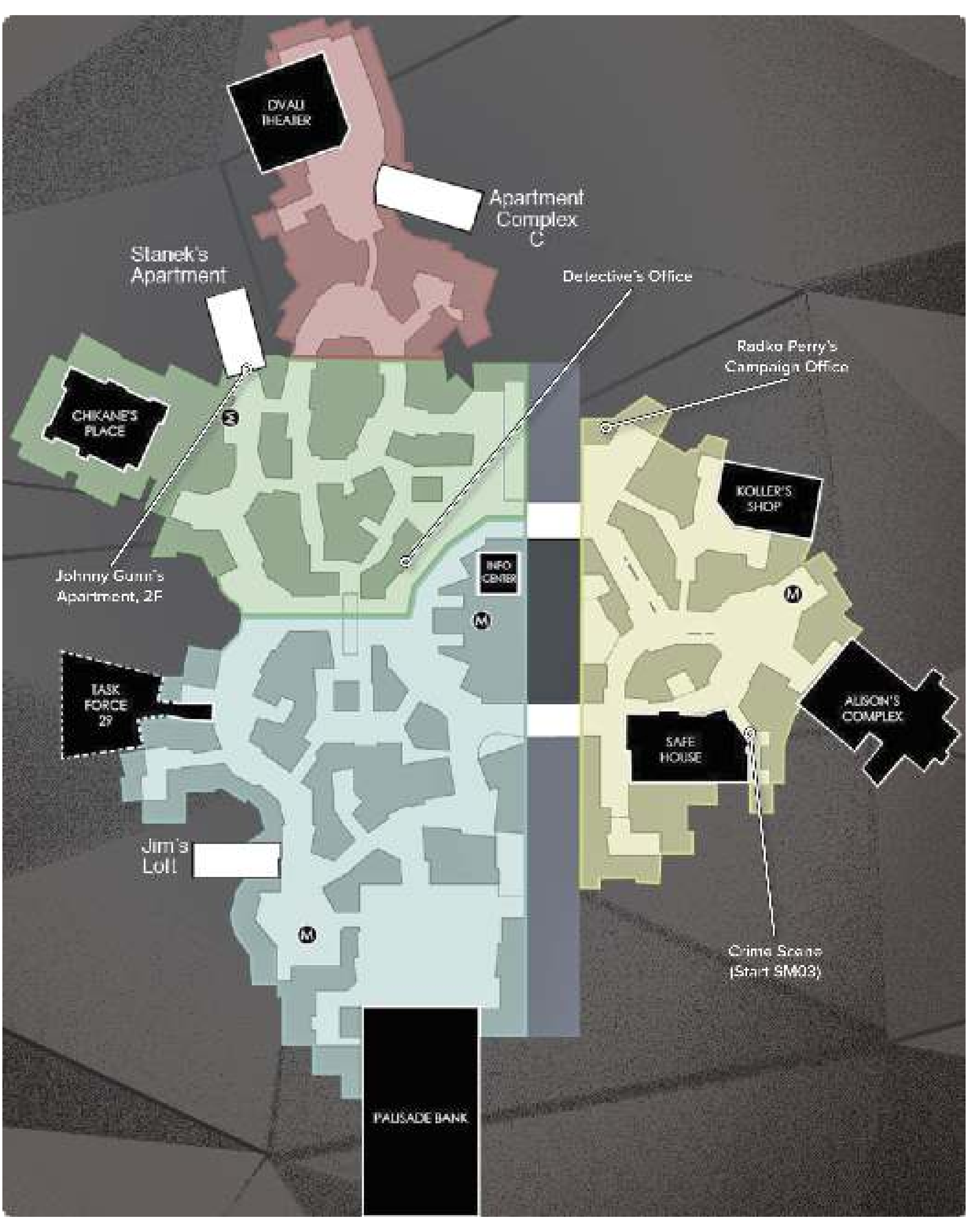


Drop Dominik off inside the marked storage room and then close the door.

Side Missions

The Harvester

CAN BE TRIGGERED: IN PRAGUE VISIT 2



TALK TO MONTAG

OBJECTIVES

Discover the crime scene south of your apartment
Talk to Daria at the crime scene
Talk to Detective Montag
Investigate the scene

Go back to your apartment building and leave via the southern hallway. This takes you to the scene of a murder. Several people are standing around. Talk to a rumor monger to learn a little bit about the situation, but then approach a nervous woman named Daria. She knows much more, but she's terrified. Try to sympathize with her and then accept her mission to investigate this murder.

Walk toward the group of police and speak with their detective. His name is Montag. Agree to help the guy figure out what's happening here, and then start to look around the crime scene. Smart Vision helps!

CRIME SCENE EVIDENCE

- A Screwdriver is in the victim's body
- Marks are on the victim's body
- Bruises are also on the victim's body
- An EMP Fragment is in the street, several feet away from the body
- There's an ID Card on the ground near Daria
- Broken Glasses are near a cop and an onlooker
- An Augment is crushed into the wall, to the right of the body

Talk to Daria again once you're done collecting evidence. Exhaust all of her conversations options to learn as much as you can. It's now time to talk to the victim's husband.

TALK TO JOHNNY GUNN

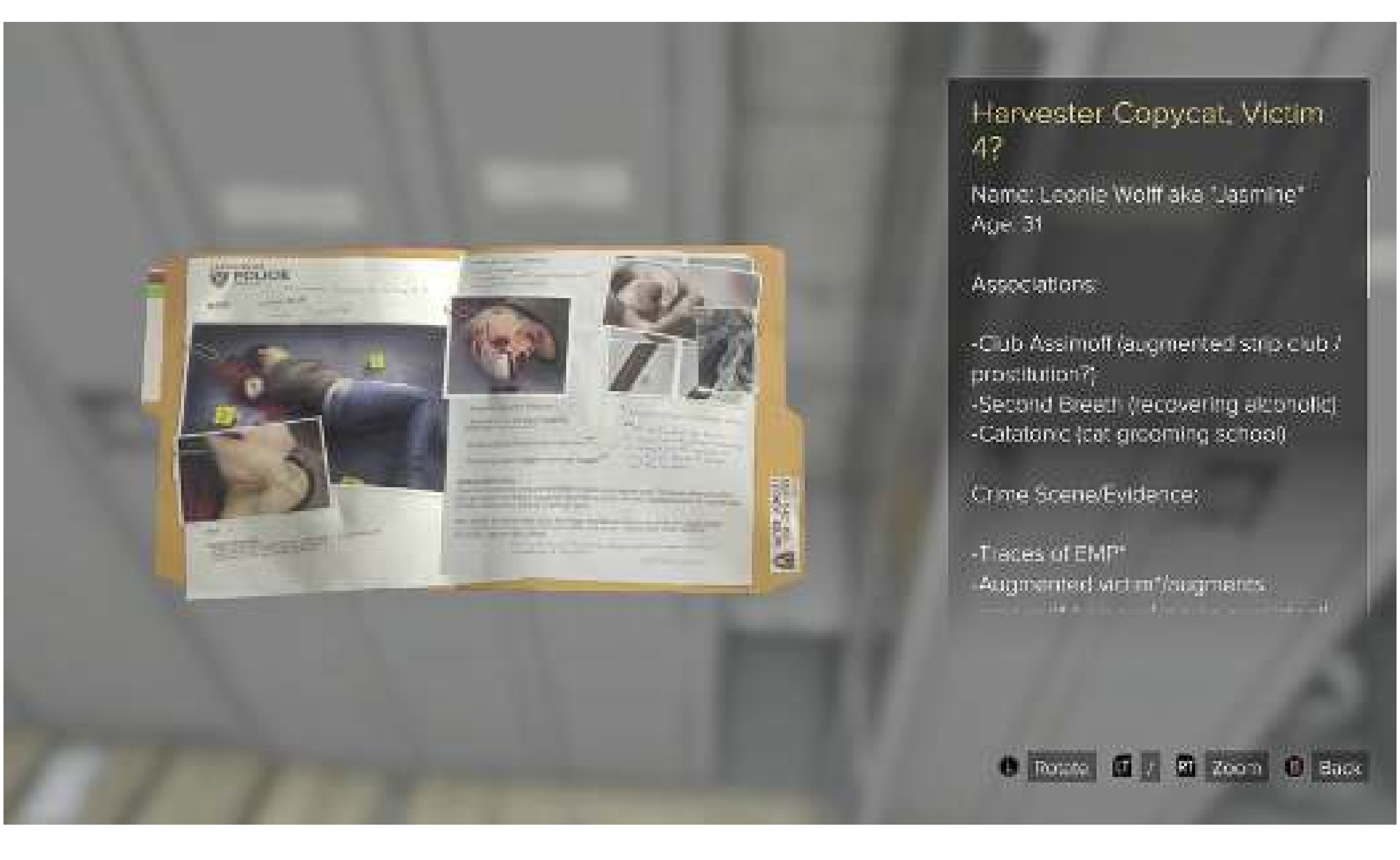
OBJECTIVES

Go to Johnny Gunn's apartment
Search for clues

Take the subway to Pilgrim's Station, in the northeast. The apartment you're trying to find is nearby. Go to the second floor and meet Mr. Gunn. Question him about the murder. Ask about Belltower, Angela, and his attitude. Then, search his apartment for a Medical Form. It's close to the bed, in the main room.

Return to Montag with all of this information. Do not complete the case. Instead, ask about Radko Perry (a suspect) and tell Montag about all of the evidence you found, like the Marks, Needle, etc.

Together, this adds two optional goals to your mission. You must pursue those if you want to get to the real answers. Take the sub north again and go to the police station. Hack into their basement and search the back-right side for some lockers. Open those and take Smolenski's Notes out of them. They refer to a serial murder called the Harvester. Interesting!



Harvester Copycat, Victim 4?

Name: Leonie Wolff aka "Jasmine"
Age: 31

Associations:

-Club Assimoff (augmented strip club / prostitution?)
-Second Breath (recovering alcoholic)
-Catatonic (cat grooming school)

Crime Scene/Evidence:

-Traces of EMP*
-Augmented victim*/augments

Meet with Radko. He's at his political headquarters. Talk to him outside, but you won't get much. Exhaust everything that he has to say. When he's done, sneak into his building. Crouch to avoid being seen, and knock out the secretary. Or, use the vents before the dumpster to get in without having to Takedown anyone.

Enter the basement and examine a Bear's Head, then hack into the computer system and use Messenger. Negotiate with Ivanka, and then Bluff. You get major evidence out of this, but that's still not all. The safe on the ground floor has a picture that is political death for Radko. Make sure to get it.

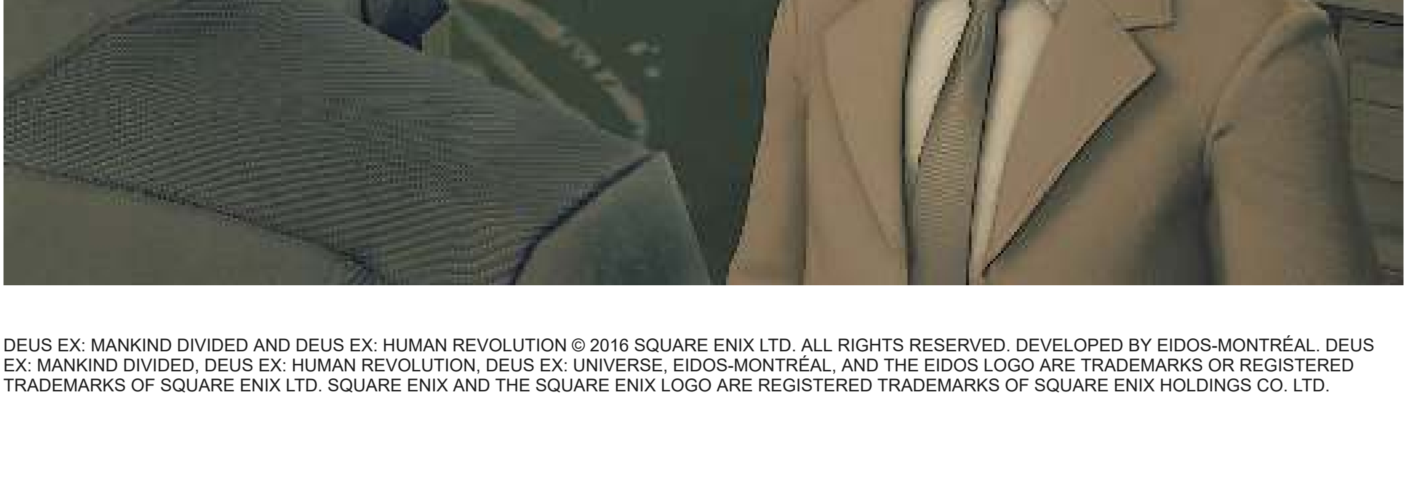
REPORT BACK TO MONTAG

OBJECTIVES

Talk to Montag
Exonerate both suspects

Tell Montag everything. Try to exonerate both suspects with the evidence you've discovered; it takes pretty much everything in your arsenal, which is why you had to investigate so thoroughly during this mission.

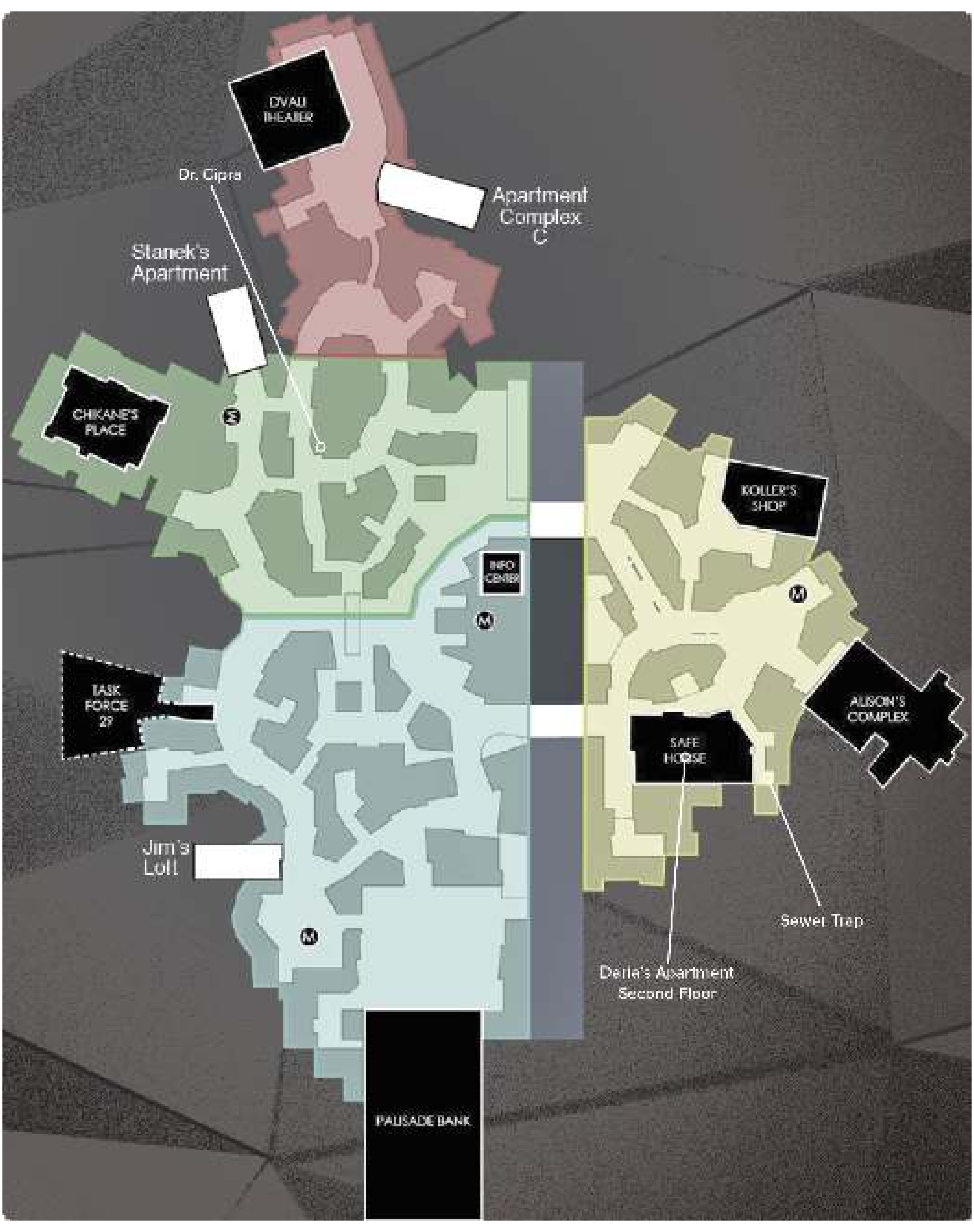
This ends the case, but don't worry. You will get to come back to this in your third visit to Prague (see "The Last Harvest").



Side Missions

The Last Harvest

CAN BE TRIGGERED: IN PRAGUE VISIT 3



CHECK UP ON DARIA

OBJECTIVES

Go to Jensen's apartment building
Meet Detective Montag
Find Clues about Daria

Visit TF29 during your third trip to Prague. As you leave, you get a call from Daria as long as you've completed "The Harvester." She pleads with you to come back to your apartment building. Do this when you can.

Talk to Detective Montag outside of Daria's home, on the third floor. Then, hack your way inside the apartment and search it thoroughly. You find many clues:

- Diary in the bedroom, on the bed
- Cat Collar in the bedroom, near her laptop
- Blood on the floor, on the left side of the living room
- Textbook in the living room, by the far wall
- Accessory in the closet
- Bloody Number in the closet, near a vent (**698843**)

Once you have all of them, hack into Daria's laptop, in her bedroom. You find some information that leads you in another direction. We strongly suggest that you follow this lead.

FOLLOW THE TRAIL

OBJECTIVES

Seek Dr. Cipra (Optional)
Learn the special phrase (Optional)
Track the blood trail to see where it leads
Stop The Harvester

Take the subway north and look for pharmacy in the central part of Prague. Dr. Cipra is working there, or hiding there if nothing else. Talk to him, but don't expect him to give up anything easily. Instead, hack into his room upstairs or use the Pocket Secretary on the counter to get the code. When you're upstairs, move his fridge and look for an eBook in a hidden recess. Talk to Cipra about what you found and learn a special phrase.

Return to Daria's apartment and go into the closet. Open the vent and follow a horrible path of blood that leads outside. Drop to the ground level and look for a nearby sewer entrance. The path continues below.

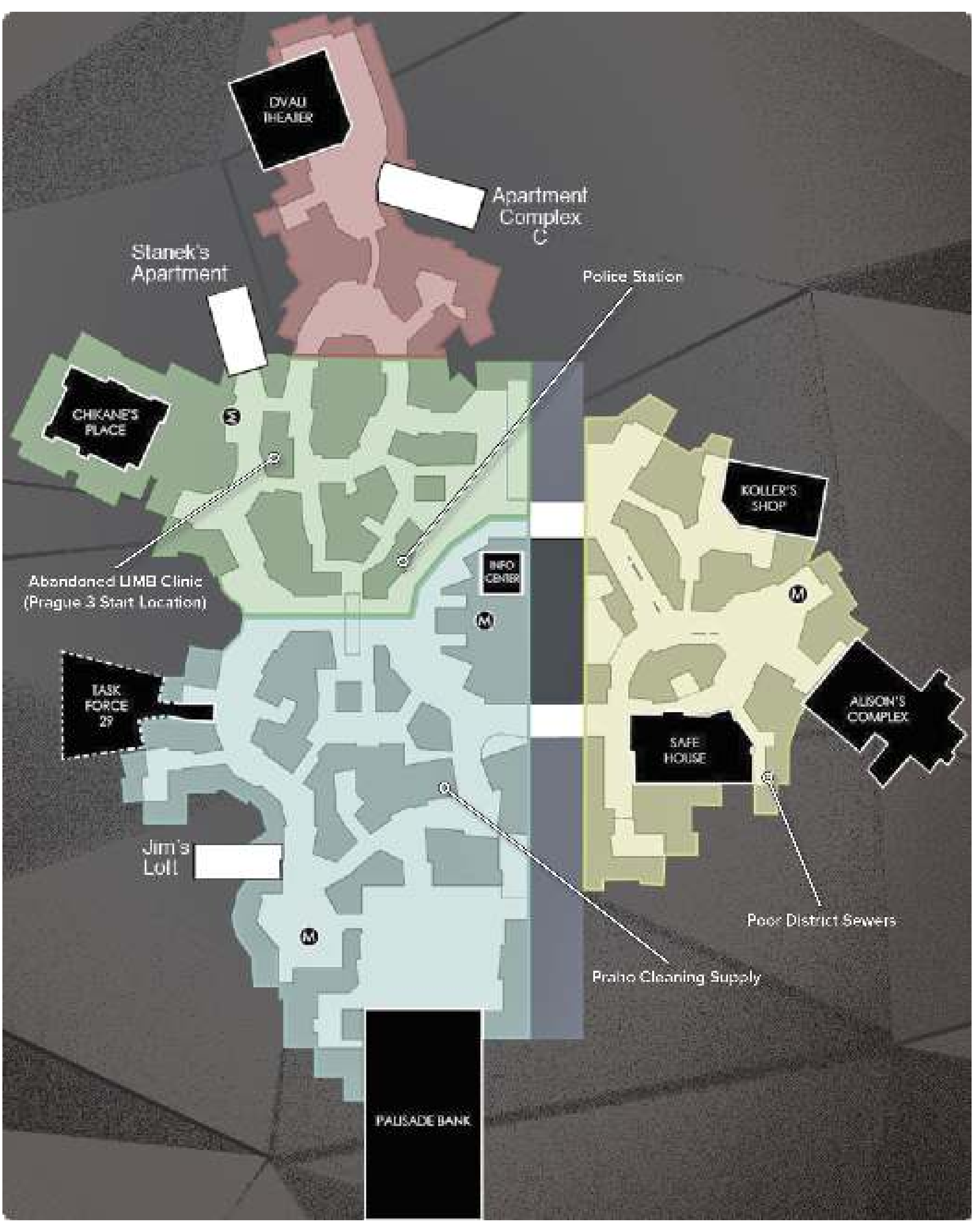
It leads into a circular brick tunnel that's close to the ladder you climbed down. Crouch and crawl through it and walk into the room ahead. You soon meet The Harvester. You can try all manner of conversation options to stop The Harvester, but you will not succeed in preventing a conversation unless you have the Social Enhancer augmentation, which reveals additional conversation options.

When the conversation ends, you are suddenly surrounded with laser fences. A Smoke Mine fills the area, though that actually protects you as much as it makes things harder to see. The Harvester has a Titan augmentation, so your attacks won't work very well. The best method is to turn on Smart Vision to see through the smoke, charge The Harvester, and use a basic Takedown to end the fight.

Search The Harvester to get much more information and to complete the Side Mission.

K is for Kazdy

CAN BE TRIGGERED: IN PRAGUE VISIT 3



INVESTIGATE THE SOS

OBJECTIVES

- Enter the sewers in southern Prague
- Talk to Little K

You get a POI during your third visit to Prague. Go to southern Prague and enter the sewers. Follow the waypoint to meet with a woman named Little K. If Milana survived her Side Mission, she will be in the same place. Talk to her! You also find whichever of the Augs that you saved during "The Golden Ticket."

These people are in desperate shape because of the police crackdown. K needs your help to get everyone out of the city. Accept her mission if you want to do this.

INFILTRATE THE MAKESHIFT POLICE STATION

OBJECTIVES

- Travel to Monument Station
- Get into the temporary police station
- Unlock Samizdat

Go to Monument Station, in northern Prague. Make sure to avoid the laser fences at the station's exit, because they set off a major alert. Instead, jump onto the regular fence nearby, and high jump from there onto the street above and behind that position. The cops will be none the wiser.

Sneak or break your way into the marked police station near the subway station. There are robots, police, and a couple of men in exo suits in that area. It's busy, and they'll shoot on sight.

Leave the street by its eastern side to get closer to the objective. You can sneak most of the way there without trouble, but crossing the last street is tough because there are clusters of cops on each side. An alarm gets you into way too much trouble, so Invisibility is a life saver. However, a player can lure the cops south and quietly ambush them if you prefer another approach.

If an alarm is triggered, get out your best weapons and dash into the police station before a substantial force gathers. From the basement stairs you can attack the cops that arrive, killing them from relative safety.

When the coast is clear (however you get it done), use the Keypad in the police station basement to unlock the cells. Open them and talk to K.

Tell him to Play it Cool, so that you have a chance to get these people out of here safely. Only take Guns Blazing if you've already cleared the street, because it's very easy for K and the others to get killed with that method.

SAFELY EXIT THE POLICE STATION

OBJECTIVES

- Lead K and the other captives away safely
- Talk to K in a shop, a couple of blocks away

Let the other two leave the station first, if you're using the disguise method. This is a very safe way to proceed. Use Invisibility to follow them through the next couple of checkpoints. If you're geared for battle and don't have Invisibility, then it's fine to have K and the others wait while you clear the way for them.

You get credit at the end of the mission even if the crew gets injured. You just need to get things done. But the best way is to ensure that no one gets killed.

Talk to the group in the cleaning shop farther down to end the mission.

Side Missions

The Calibrator

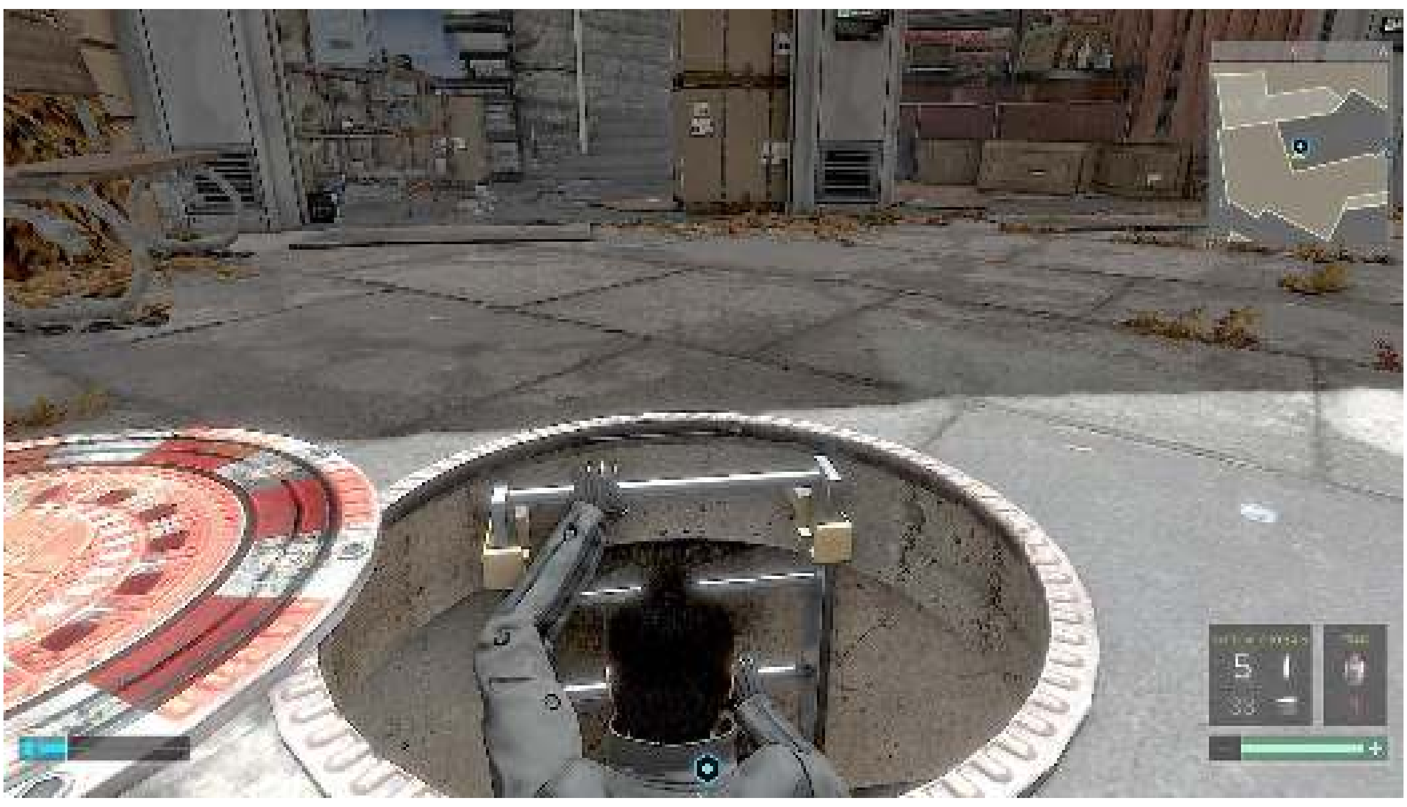
CAN BE TRIGGERED: IN PRAGUE VISIT 1

GET THE CALIBRATOR

OBJECTIVES

- Seek out Otar Botkoveli in his casino, on the northern end of town
- Convince Otar to give you the Calibrator, or steal it from the casino

Otar Botkoveli has a Calibrator, so he's the guy you need to talk to. Take the subway to Palisade Station and track this Side Mission so that you can see where the casino is hidden. It's below the streets, so you must look for a manhole cover somewhere close by.



Jump over a fence south of Tubehouse Electronics, and look for the sewer entrance in the yard beyond (there are also two storage units there with really nice loot if you feel like stealing anything).

Go down into the sewers and walk over to the casino; it's close by. Otar is there and greets you in a cutscene as soon as you arrive. You can convince him to hand over the Calibrator, for the promise of a future favor. To do this, give him the following answers:

1: Straight Talk

2: Straight Talk

3: Dodge

He respects this direct line of conversation and tells you to go upstairs and take the Calibrator from his office. You get a huge amount of XP for doing this so cleanly, which is quite nice.

However, even getting the Calibrator now doesn't mean that you can return to Koller yet. He won't be ready for you until Prague Visit 2, so just hold onto that Calibrator for now.

A SECOND CALIBRATOR

This Calibrator gets destroyed if you don't complete the Side Mission during Prague Visit 1. Instead, you need to get the one that's hidden in the TYM Vault during Prague Visit 2.

Side Missions

The Fix

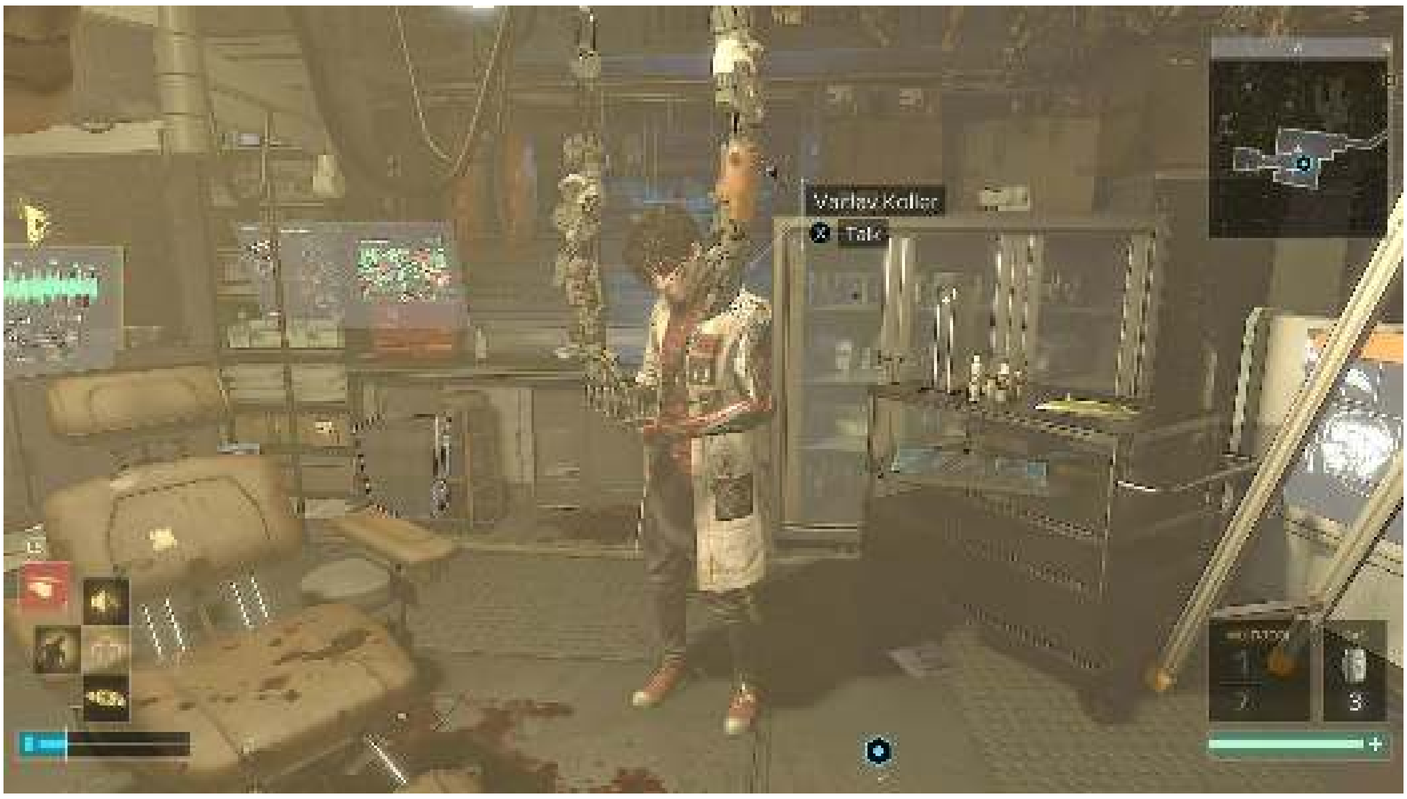
CAN BE TRIGGERED: IN PRAGUE VISIT 2

VISIT KOLLER

OBJECTIVES

Meet Koller again

Return to Koller’s secret lab. You can take the sewer entrance to get there quickly. It’s marked on your map. This Side Mission is available late in your second visit to Prague, after you’ve finished with either The Heist or Confronting the Bomb-Maker. You must have the Calibrator to do this. You should have either gotten that from Otar Botkoveli, or found it during your vault robbery in The Heist.



This won’t take long. Talk to Koller and he fixes your augmentations so that you no longer need to worry about overclocking. You can activate all of your augs without side effects. In fact, anything that you disabled previously becomes available once again!

The conversation with Koller changes depending on many factors. His difficulties with Otar and your work during The Calibrator, in Golem City, and during All in the Family, all have an influence on this.

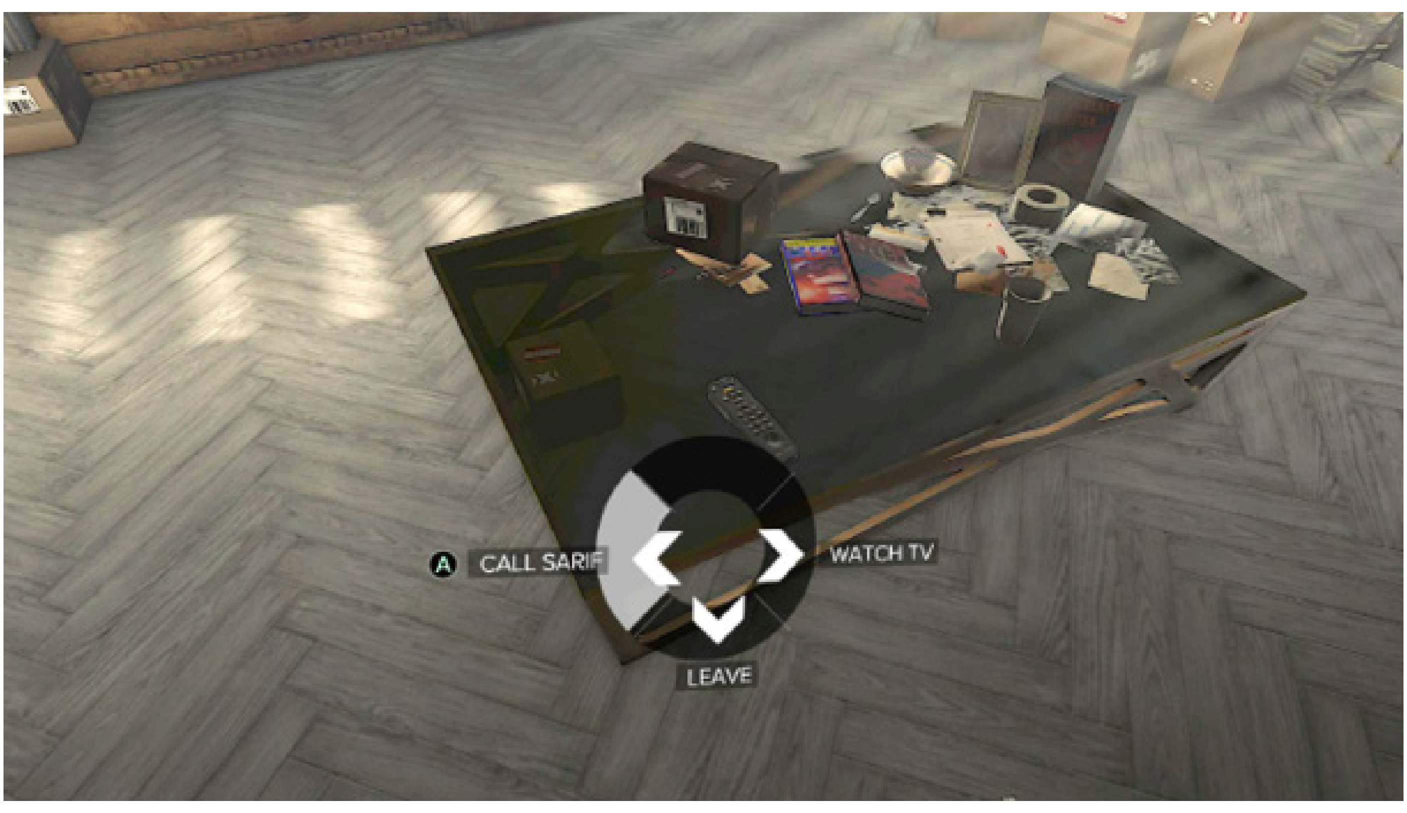
CAN BE TRIGGERED: IN PRAGUE VISIT 1, AFTER MEETING KOLLER

CONFRONT SARIF

OBJECTIVES

Call Sarif from your apartment

Return to your apartment and use your TV remote to call Sarif. Question him about the augmentations that Koller found. He gives you the contact information for a scientist who lives in Prague. Maybe he can help.



BETTER LUCK NEXT TIME

This mission cannot be completed right now. You have to return to this during your second visit to Prague, later in the game!

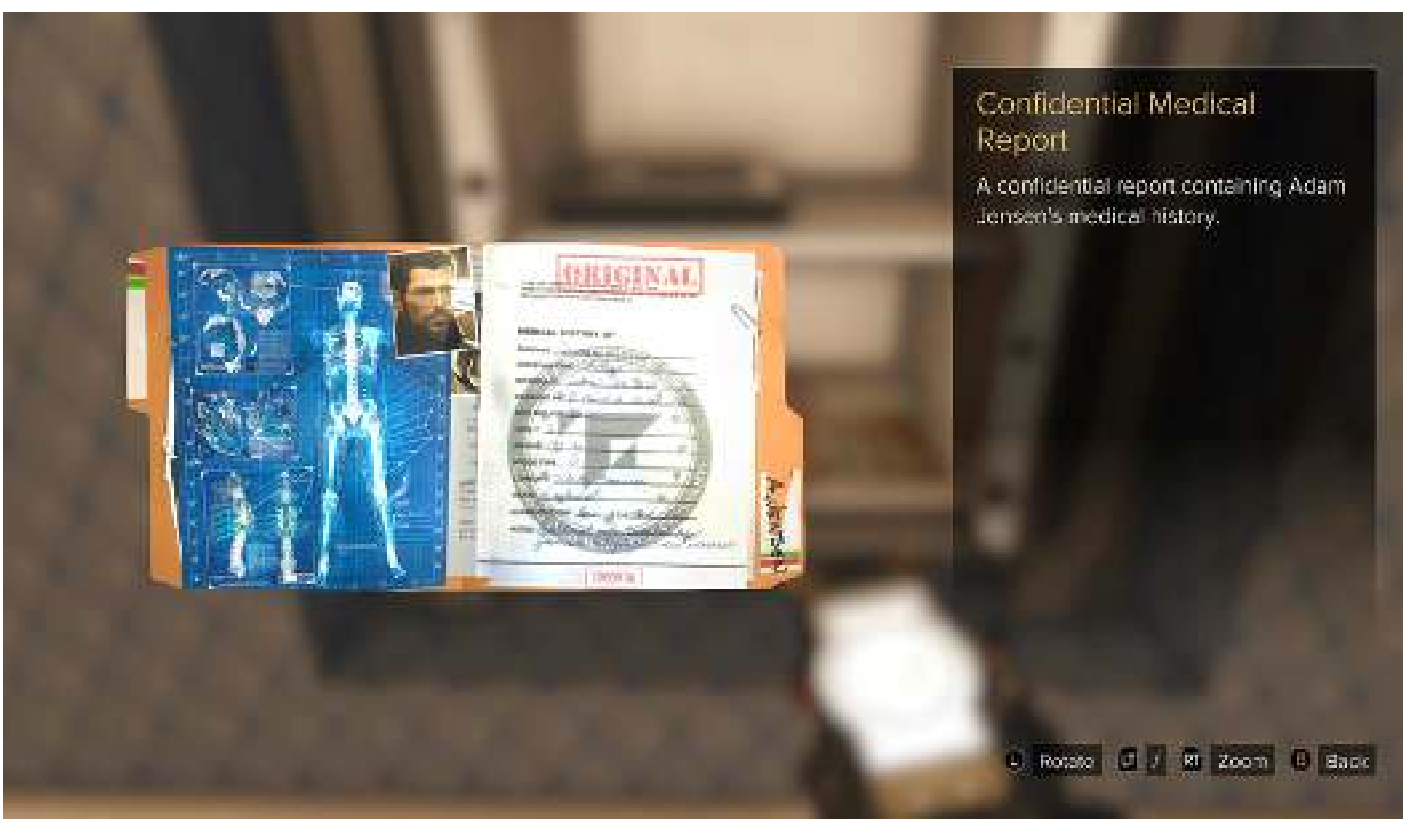
When you return to Prague for the second visit, this mission pops back up.

THE SCIENTIST'S APARTMENT

OBJECTIVES

Go to the Scientist's apartment and search

Go to the apartment in the northern end of Prague. It's near TF29. Jump over a fence into a courtyard, and look for the marked apartment above you. If you move a trash can beside the storage building, you can high jump from the can onto the roof. That lets you approach the scientist's balcony without any trouble.


Confidential Medical Report

A confidential report containing Adam Jensen's medical history.

Search the apartment for evidence of anything that has transpired. Jensen calls Sarif when he gets in there, and that's all that you need to do, but hacking the computer gets you more information and XP. Then, there is a hidden safe on the left wall. Break into that for even more evidence.

Sarif won't get back to you until your third visit to Prague, when this mission continues.

CONTACT SARIF AGAIN

OBJECTIVES

Return to your apartment and call Sarif

During your third Prague visit, you're called by Sarif when you go back to TF29. After that, you can return to your apartment and call him on your TV. Ask any questions that you can. This completes the Side Mission.

Overview

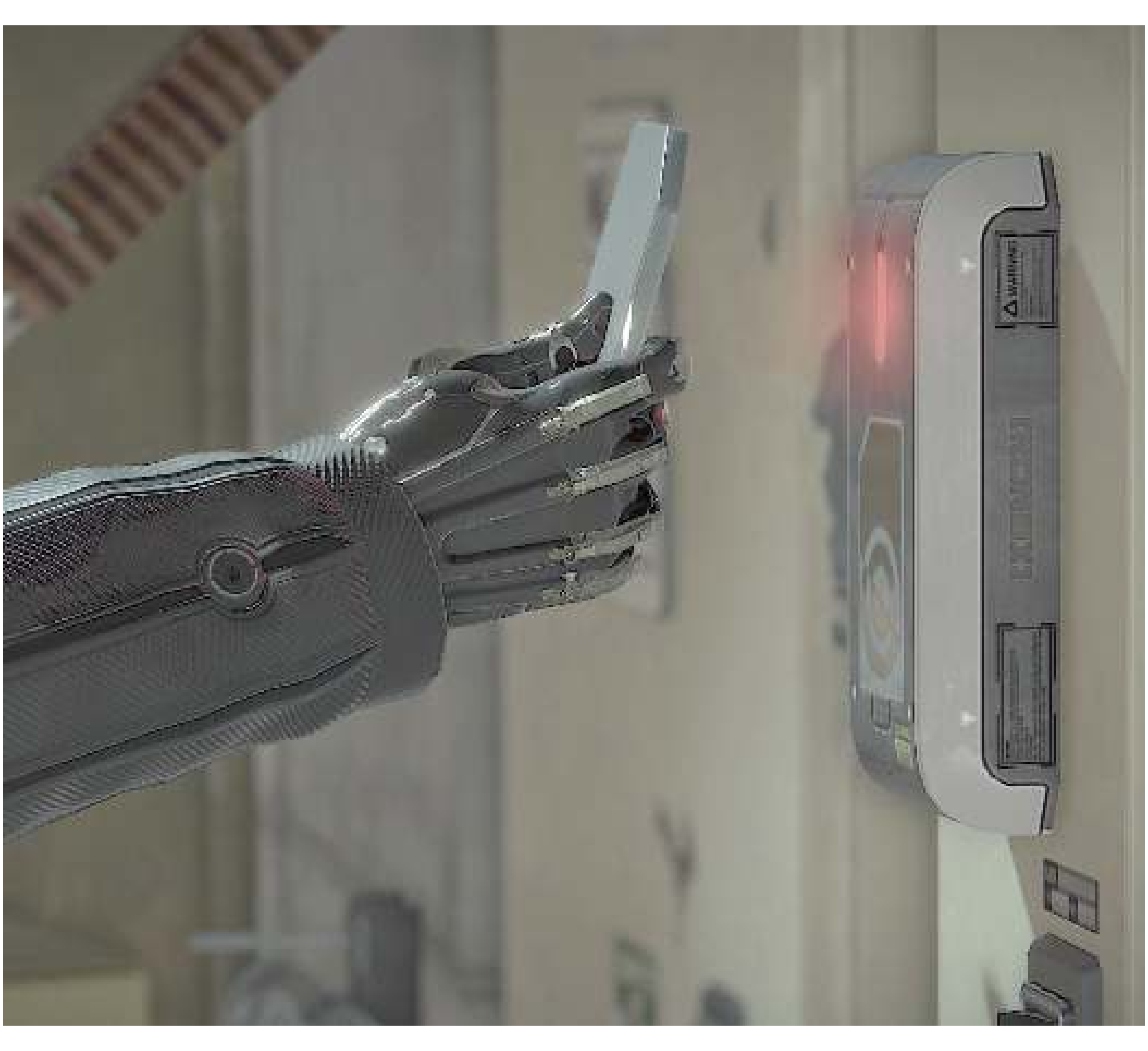
CAVEAT EMPTOR!

If you preordered Deus Ex: Mankind Divided, you get a bonus scenario with Jensen. Otherwise, you won’t have access to this. Also, this spoils a few things that happen partway through the game. These events happen when you go through Prague the first time. After that, it’s totally fine to play.

Jensen's Stories

Investigating the Bombing

A cutscene begins the special mission. Jensen is leaving TF29. As he steps out of the elevator, he bumps into Peter Chang. Talk to him and hear what he has to say.



Then, Jensen goes into town and meets a woman who was in the station at the time of the attack. Sympathize with her and Absolve her. When she's wavering, use Coax to get some XP and the most possible intel about the bombings.

This soon finishes the conversation and you're taken to the subway, via another cutscene.

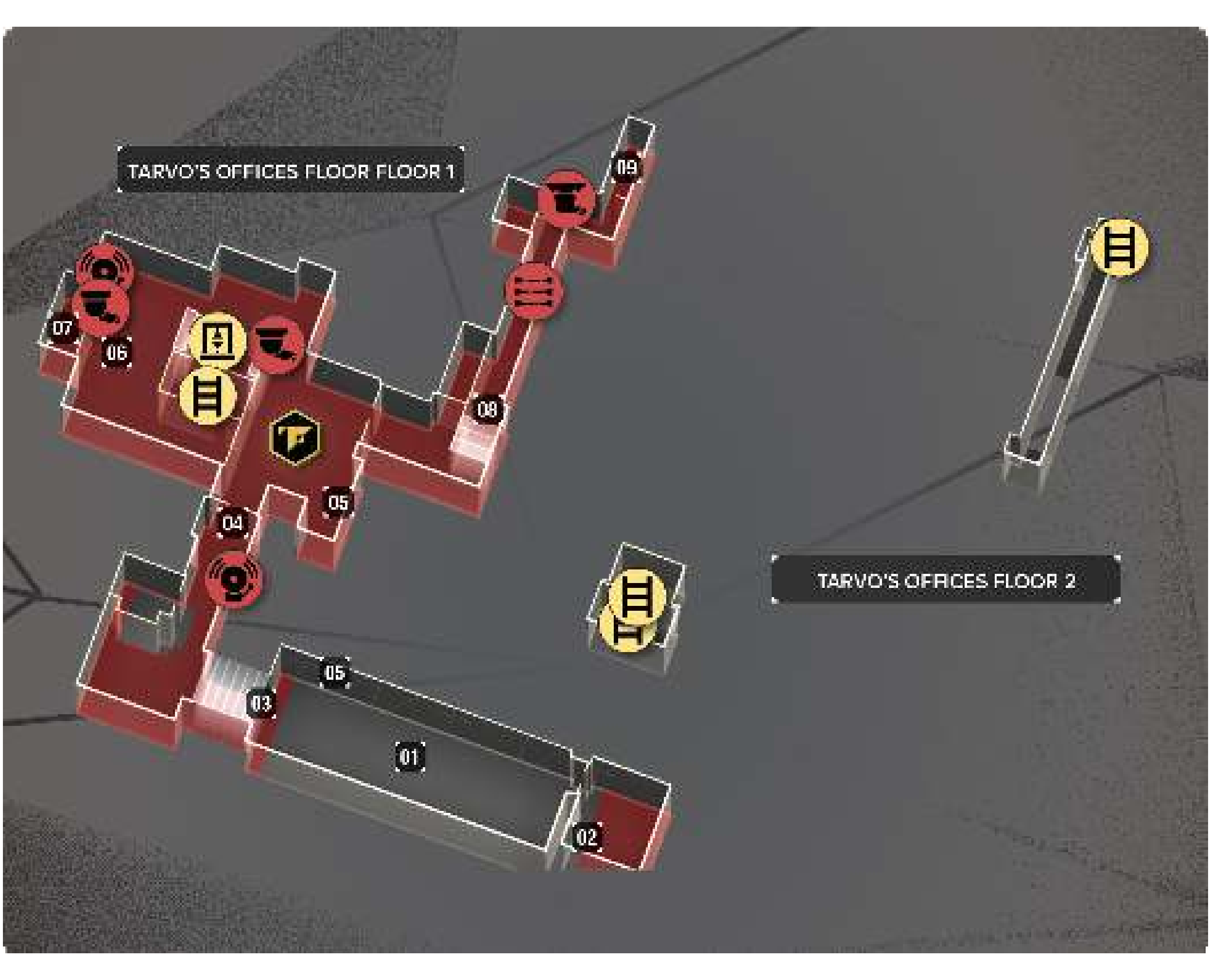
Jensen meets a security guard with Tarvos Security. He stops you, and then Jensen gets control. You're able to move around freely and really start the mission.

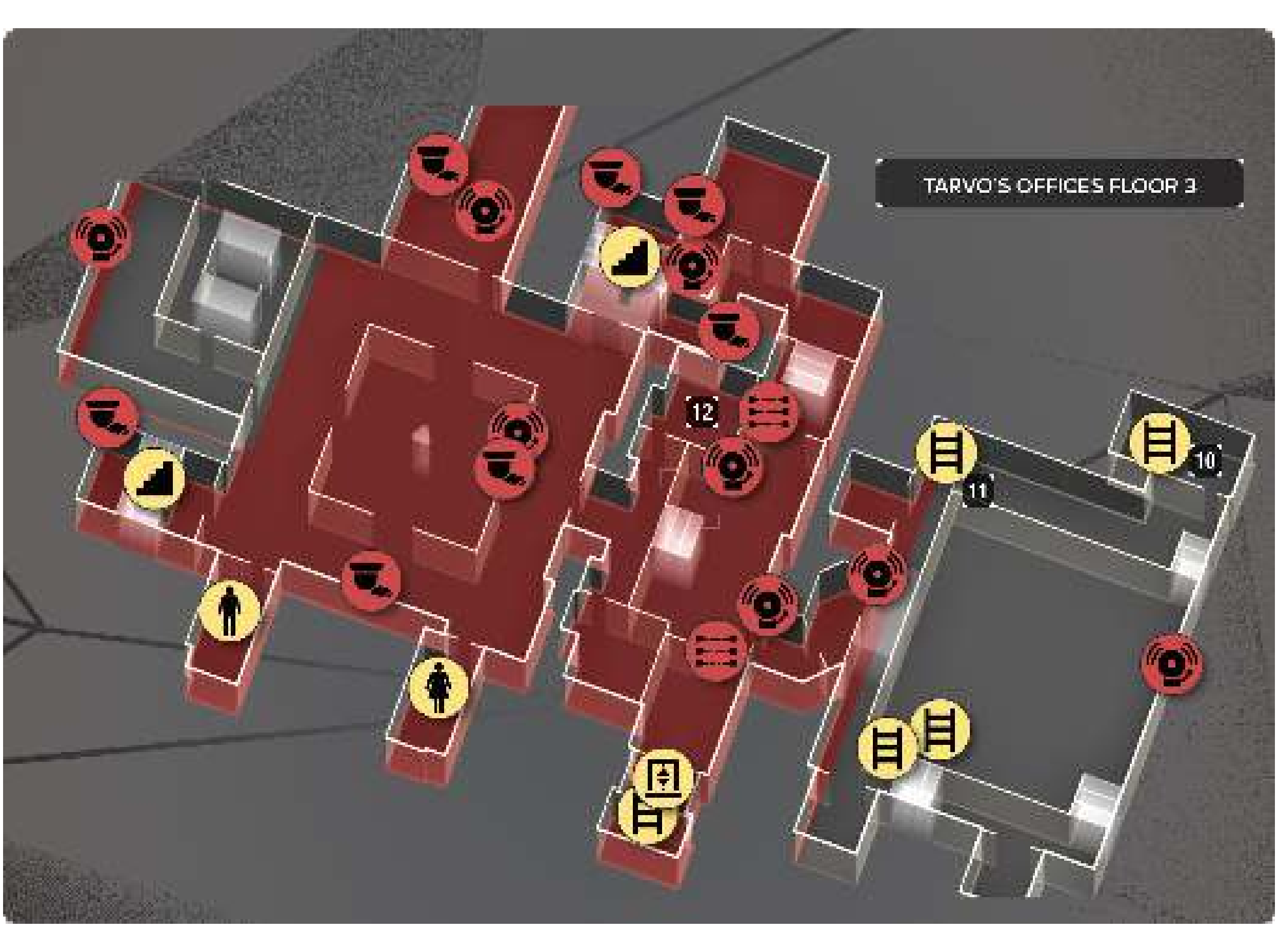
DESPERATE MEASURES

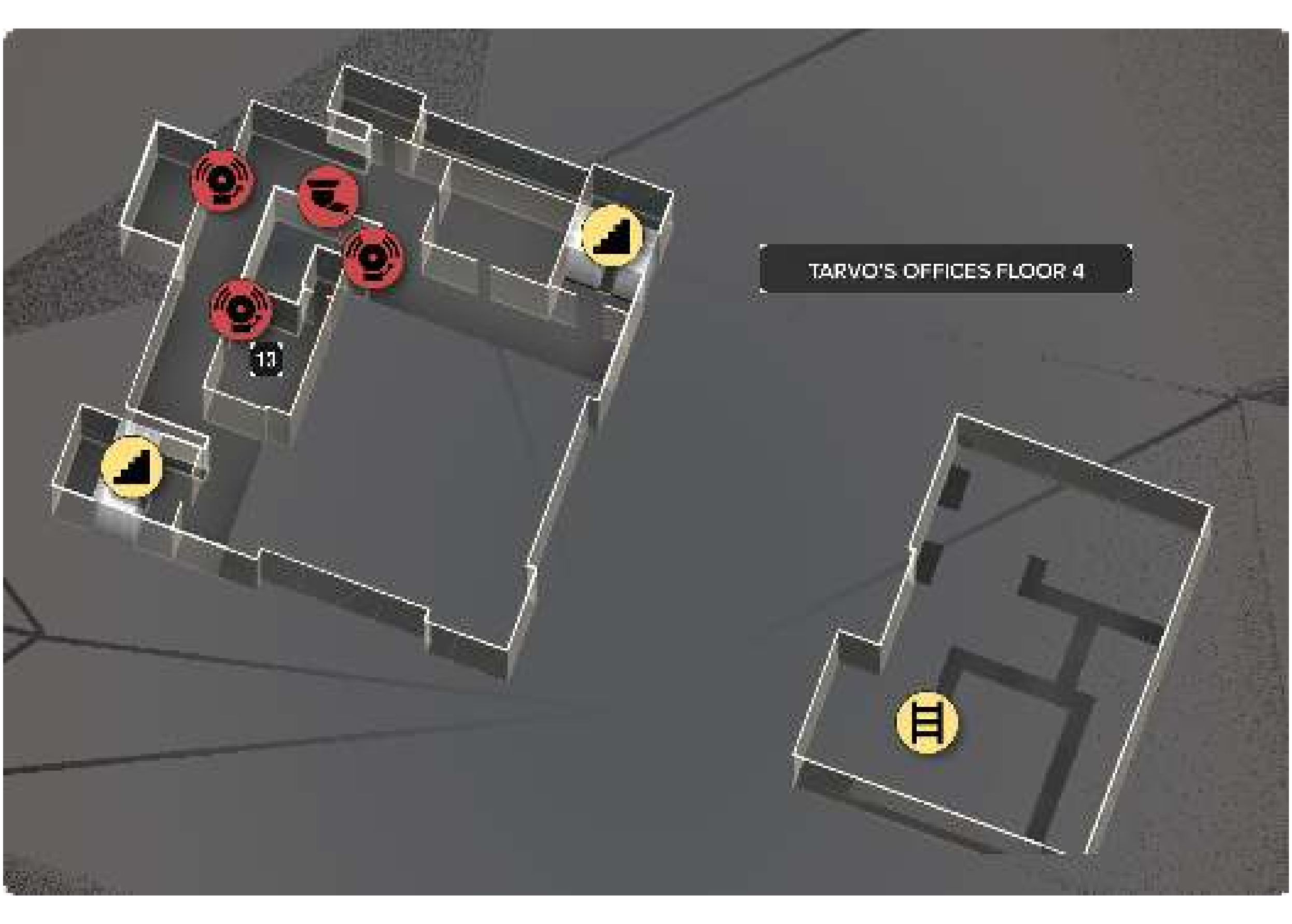
GET EVIDENCE ABOUT THE TRAIN BOMBING

OBJECTIVES

- Reach the Tarvos Command Center
- Find the Lieutenant's room
- Search for evidence
- Take the train back to headquarters







MAP LEGEND

01: Starting position

02: Storage room with vents

03: Pair of guards

04: Door (**1029**)

05: Vent, higher up

06: Elevator area (well guarded)

07: Storage room (multiple items)

08: Door (**1703**)

09: High jump to upper tiers

10: Storage room

11: Vent (top of warehouse)

12: Security room

13: Lieutenant's room

You begin the mission with a huge number of Praxis. You don't have to worry about Overclocking, which means that you can buy experimental augmentations without having to disable anything.

Create a build for yourself. You can make a good stealth build with Remote Hacking, Glass-Shield Cloaking, Hacking Capture Level 3, Cybernetic Leg Prosthesis, and some energy augs.

You start in the subway station. Turn around and enter the storage room in the back. Jump onto some crates and break into the vent system. Use it to cross above the main subway platform, but look on the northern edge of the catwalk. Another vent is there, and it takes you much farther in. You can also get a Biocell from a side branch in the next part of the vents.

The ducts take you to a smaller room. Two guards are talking about their problems and won't likely notice anything going on. When they split up, the eastern side of the region becomes safe to enter. Creep over there and keep going until you reach a door. Input the code (**1703**) to unlock it, or hack the device.

A laser fence protects the next hallway. Circumvent it using a breakable vent farther back, hack the lasers remotely, or hit the terminal close by to turn them off. This terminal is a level 3, so it requires a bit more oomph than the others on that tier of the facility.

Get to the end of the laser hall, climb up a little, and then use High Jumps to reach level 3. Takedown a sitting guard in the storage room. He's clueless unless you make some noise. Then, go quietly into the warehouse to the south. Many guards are there, and some are in Exo Suits. Don't cause trouble.

Instead, turn right and use the red storage unit on the wall to High Jump onto a tiny walkway above. A vent is there, and no one can see you go into it. Cross through the vent and jump down to a security room. Hack the computer inside it and disable everything that you can.

SUSPICIOUS
L
A [HOLD]
5
10
2

Use the only door of the room to leave and make a tiny bit of noise. This draws the lone guard of the area toward you. Hide by the stairs and ambush him there, and then proceed north. Use Remote Hacking to turn off a laser fence to get past that obstacle, and follow the only real way forward until you get to the stairs.

Remote Hack turns off a camera on the next floor, which wasn't controlled by the computer that you already hacked. Disable it briefly and get past it. Keep climbing all the way to the top. There's another camera, but you can sneak under it, hide, and hack that device, too.

Level 4 is at the top of the steps. The office you're trying to reach is up there. Knock out a guard on the balcony, and stay on the northern side of the level. Hack another camera, in front of the lieutenant's room, and go inside to talk to the officer in charge.

You won't convince him to help you no matter what you say, so don't worry about the consequences. Knock the lieutenant out as soon as the conversation ends; this won't count against your Ghost/Smooth Operator tally, so everything is fine.

Use the code (**4826**)on the wall terminal at the back of the room. This opens a secret door. Loot the room beyond and open a safe to get the evidence you need. Listen to it, and then call Chang.

Leave the facility, retracing your steps. There aren't any new guards or patrols to deal with, so this should be fairly quick and easy. Get back to the bottom of the station and travel to Monument Station.

You're done! Jensen gives the evidence to Chang and concludes the operation.

Achievements and Trophies

Overview

Find out how to unlock all of the Trophies in the game. *Deus Ex: Mankind Divided* has a massive range of these rewards, so you're going to be playing for a long time to get everything unlocked.

We've listed even the hidden Trophies, but the descriptions do everything possible to minimize spoilers.

Achievements and Trophies

Achievement/Trophy List

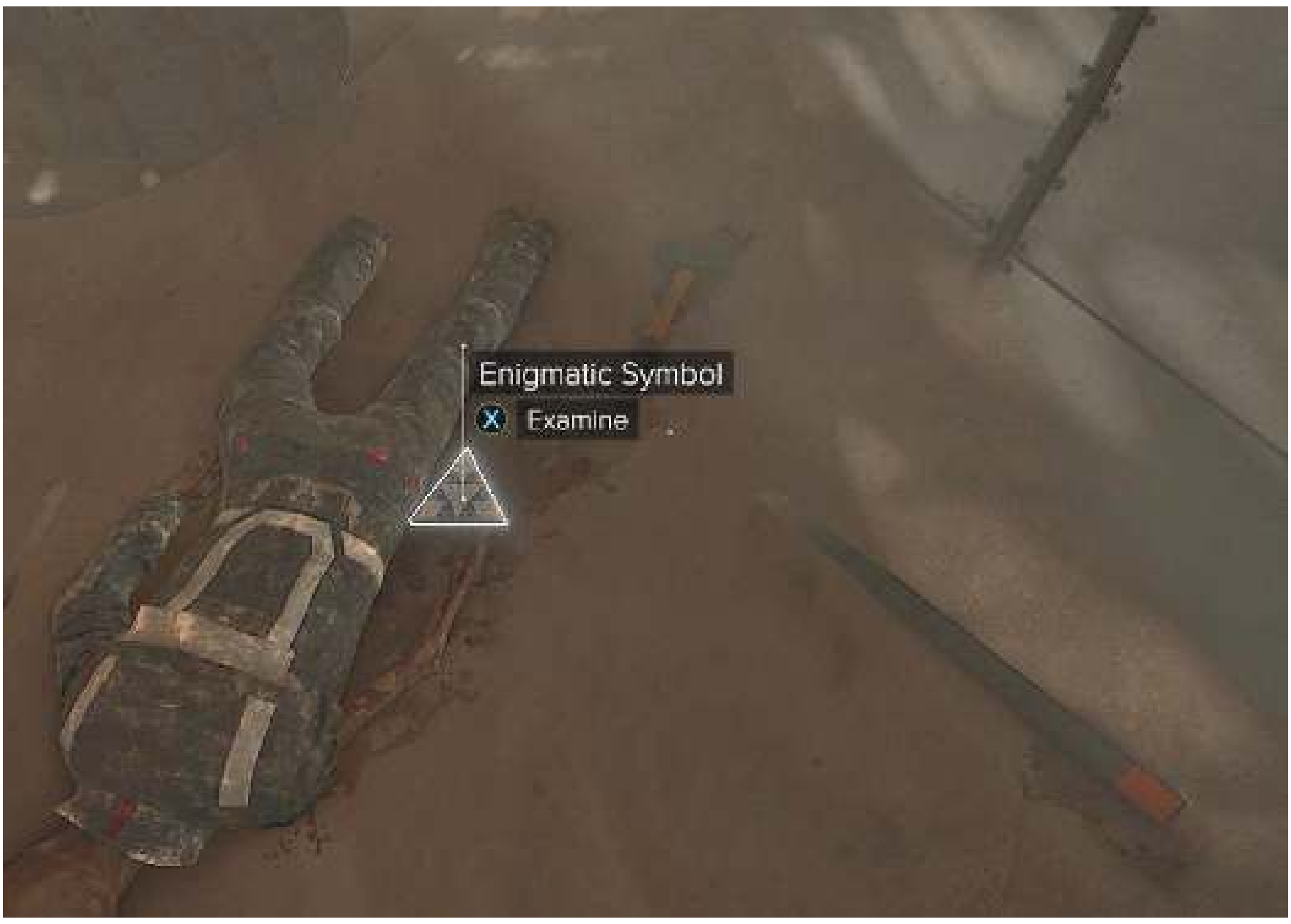
Achievements

Art	Achievement/Trophy	Value	Description
	#Can'tKillProgress	Platinum (PS4 Only)	Collect all Trophies to unlock
	******! Taser Fist!**	Bronze/10	Use the Tesla attack on four enemies simultaneously
	01011000	Bronze/15	Aid Helle in remembering who she is
	A Heated Combination	Bronze/10	Enter a classical code in the game's first keypad
	Adept of the Metaverse	Bronze/15	Go through all tutorials during the Dubai mission
	All in the Family	Bronze/15	Aid Otar
	And Embrace What You've Become	Bronze/10	Install an experimental augmentation
	Ballsy	Bronze/10	You know what to do
	Between Technology and the Divine	Bronze/20	Win the debate with Talos Rucker
	Cult of Personality	Bronze/15	Figure out Richard's secret powers
	Data Detective	Bronze/10	Complete a Darknet file
	Data Disciple	Bronze/10	Complete all servers in Tier 1
	Data Expert	Bronze/10	Complete all servers in Tier 2
	Data Master	Bronze/10	Complete all servers in Tier 3
	Express Elevator to Hell, Going Down	Bronze/15	Use an Icarus Strike and immediately follow up with a Typhoon attack
	Foxiest of the Hounds	Gold/90	Complete the game without triggering a single alarm
	Fresh Out of the Package	Bronze/15	Eliminate your Overclocking (by completing "The Fix")
	Ghost	Bronze/15	Complete a single area and get a Ghost award
	God Killer	Bronze/20	Finish the debate with Allison Stanek
	Ground Mail Was a Better Option	Bronze/10	Flawlessly disable a Drone via remote hacking
	Handle With Care	Bronze/15	Help Olivie leave Prague
	He's [Not] Dead Jim	Silver/20	Use the Antidote to save someone during the final mission
	Honor Holds Us All Together	Bronze/20	Finish the debate with Otar Botkoveli
	Humanity +	Bronze/20	Fully upgrade one branch of an Augmentation tree
	I Can Only Fight Enemies I Can See	Bronze/10	Complete a hacking challenge with fog security without using Reveal
	I Never Asked for This	Silver/50	Complete the game on "I Never Asked for This" Difficulty
	Invisible War	Bronze/15	Incapacitate a stealthed enemy while you are also stealthed
	K is for Kadzy	Bronze/15	Free two people during "K is for Kadzy" and successful escort them to safety
	Laputan Machine	Bronze/15	Use the killswitch to defeat the boss during the final mission
	Neon Nights	Bronze/15	Stop production of Neon in Prague
	Pacifist	Gold/90	Complete the game without killing anyone or allowing your actions to kill anyone
	Ramming Speed!!	Bronze/10	Ram into an enemy with a full Icarus Dash
	Ruthless Efficiency	Bronze/20	Fully upgrade a weapon of your choice
	Samizdat	Bronze/15	Work with Samizdat to spread their message
	Singh No Swan Song	Bronze/15	Complete the Dubai mission without losing your undercover operative
	Slow and Sharp	Bronze/10	Use Focus and then land a Nanoblade Shot on three targets at once
	So Many Cucumbers	Bronze/10	DX is all about cucumbers
	Spokes in Two Wheels	Silver/30	Stop both tragedies during the final mission
	Tablet Collector	Silver/30	Read every unique eBook
	That Name Again is Mr. Plow	Bronze/15	Use the ice drill to bypass half of the GARM facility
	The Golden Rookery	Bronze/10	Return the Gold Penguin to his colony
	The Golden Ticket	Bronze/15	Choose who gets to stay in Prague
	The Harvester	Bronze/15	Convince the detective in this side mission that neither suspect is the murderer
	The Invincible Body, Fighting an Iron Devil	Bronze/10	Block an incoming explosive with the Titan Shield
	The Jack of All Augments	Silver/30	Invest at least once in every single augmentation branch
	The Last Harvest	Bronze/15	Convince someone that they aren't who they think they are
	The Net is Vast and Infinite	Silver/30	View the NSN information without triggering any alarms
	The Supreme Enlightened	Silver/30	Watch all of the end credits and see the special scene
	This Coffee Table is Amazing	Silver/30	View all data storage devices in the game
	This is Great for Spring Cleaning	Bronze/10	Use Knockback and Precision with the PEPS Cannon at least once each
	Time Traveler	Bronze/10	Bring Koller a Calibrator before he even asks you to
	We Are Human Beings	Silver/30 Points	Complete the game on any difficulty

Triangle Code Locations

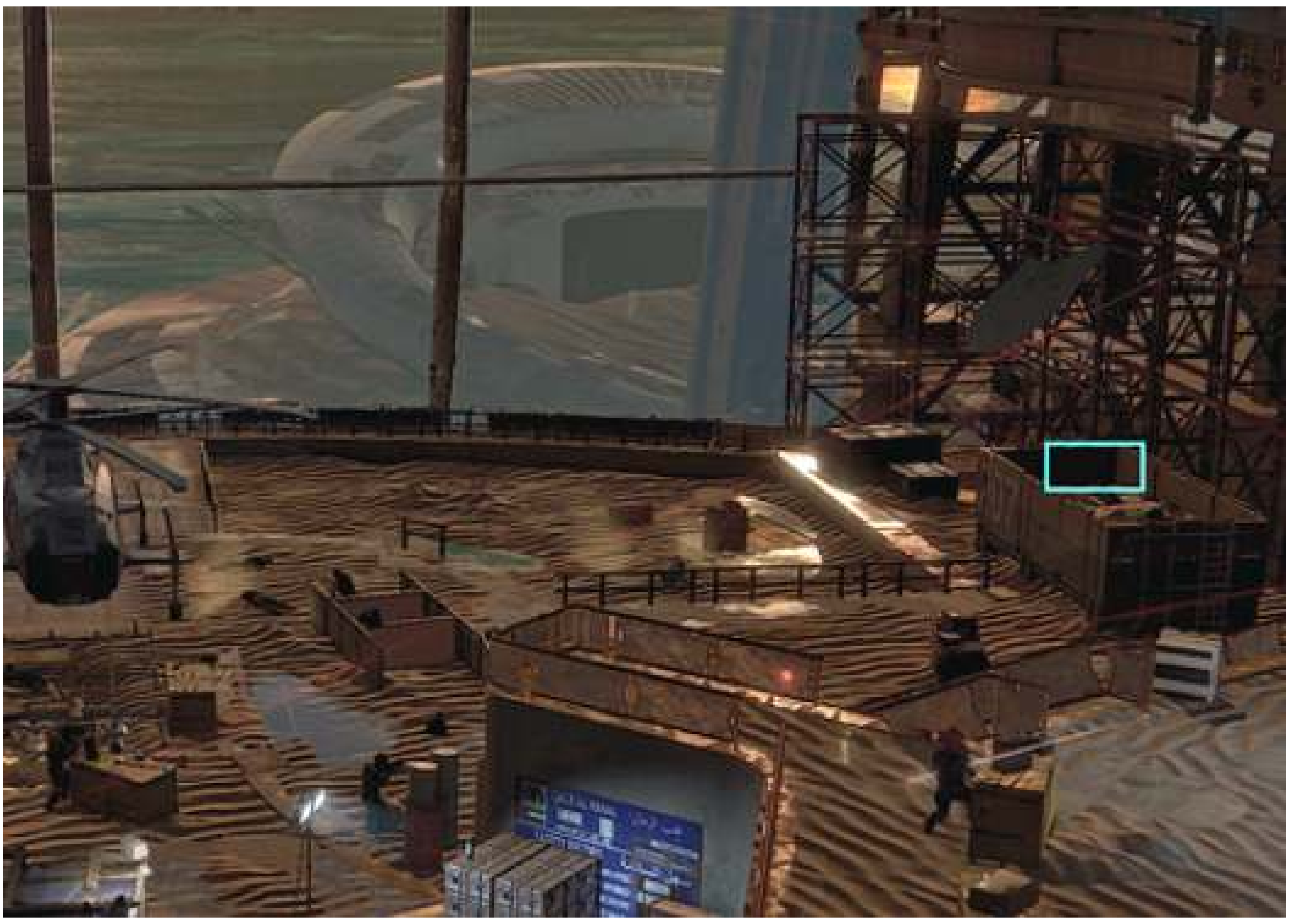
Dubai

ROOFTOP


Enigmatic Symbol
Ⓧ Examine

1: In the vent under the starting point, near the corpse.

ATRIUM

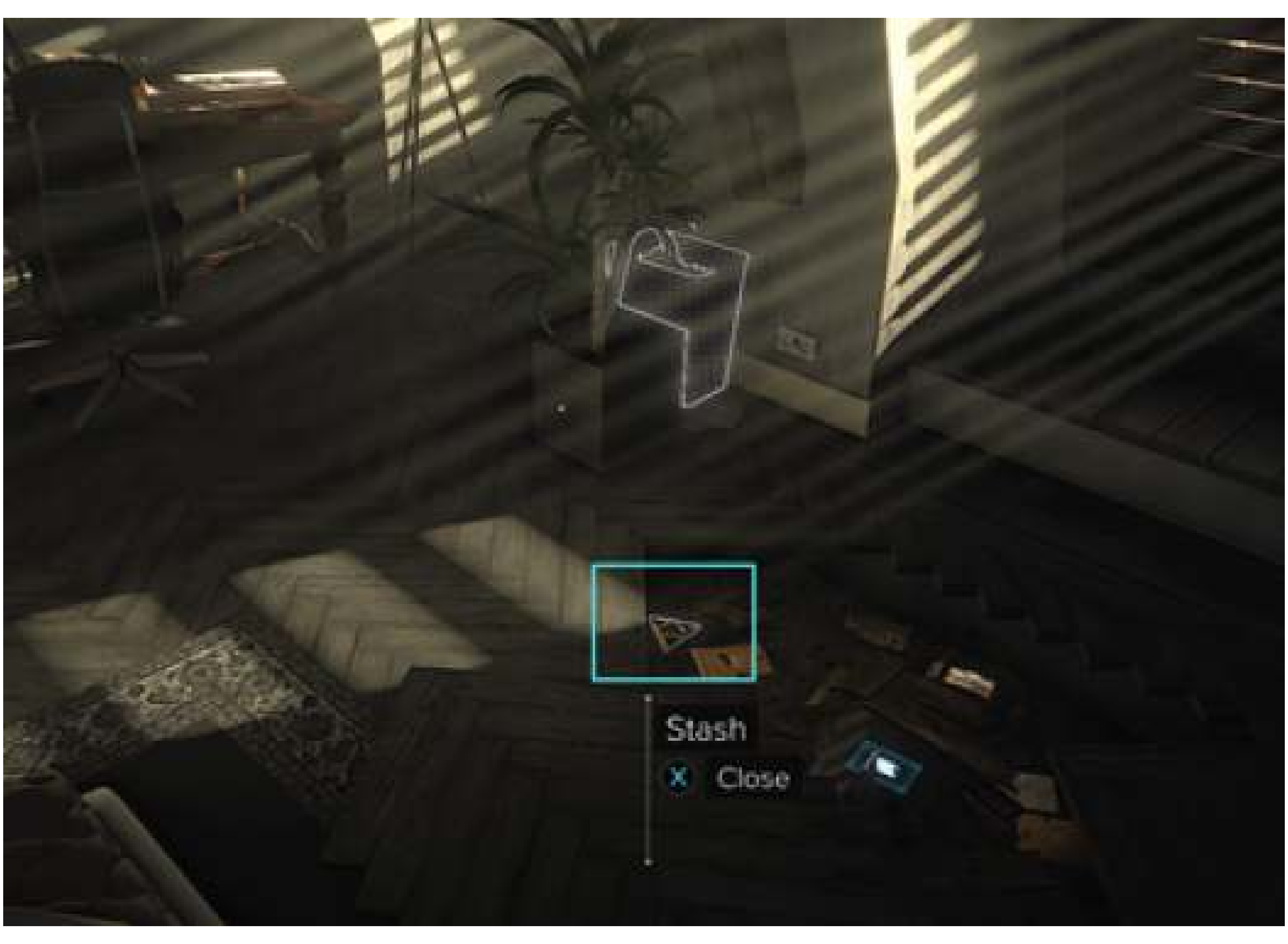


2: In garbage bin to the right of the departing chopper, deep inside the Atrium.

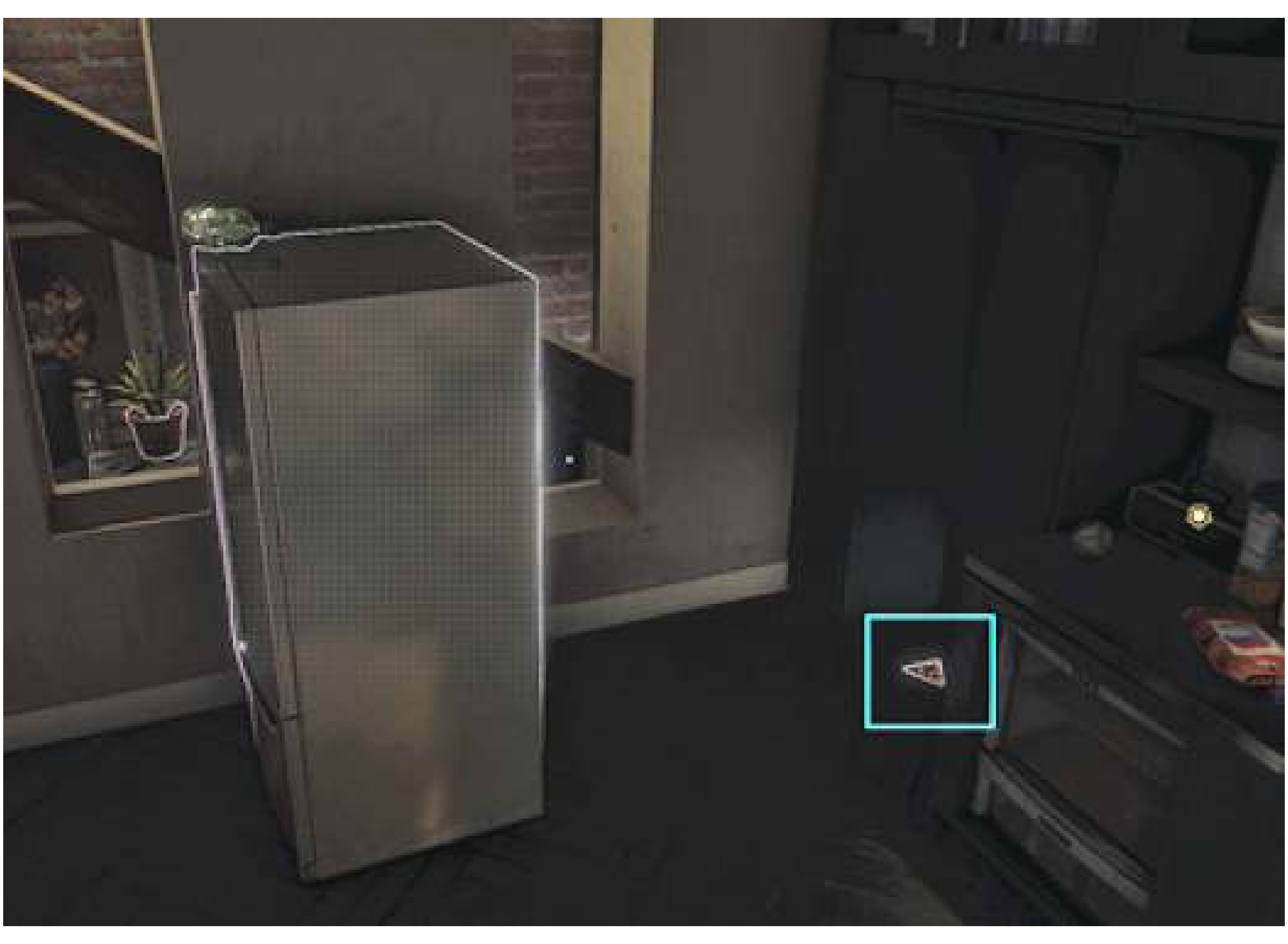
Triangle Code Locations

Prague: Poor District

JENSEN'S SAFEHOUSE

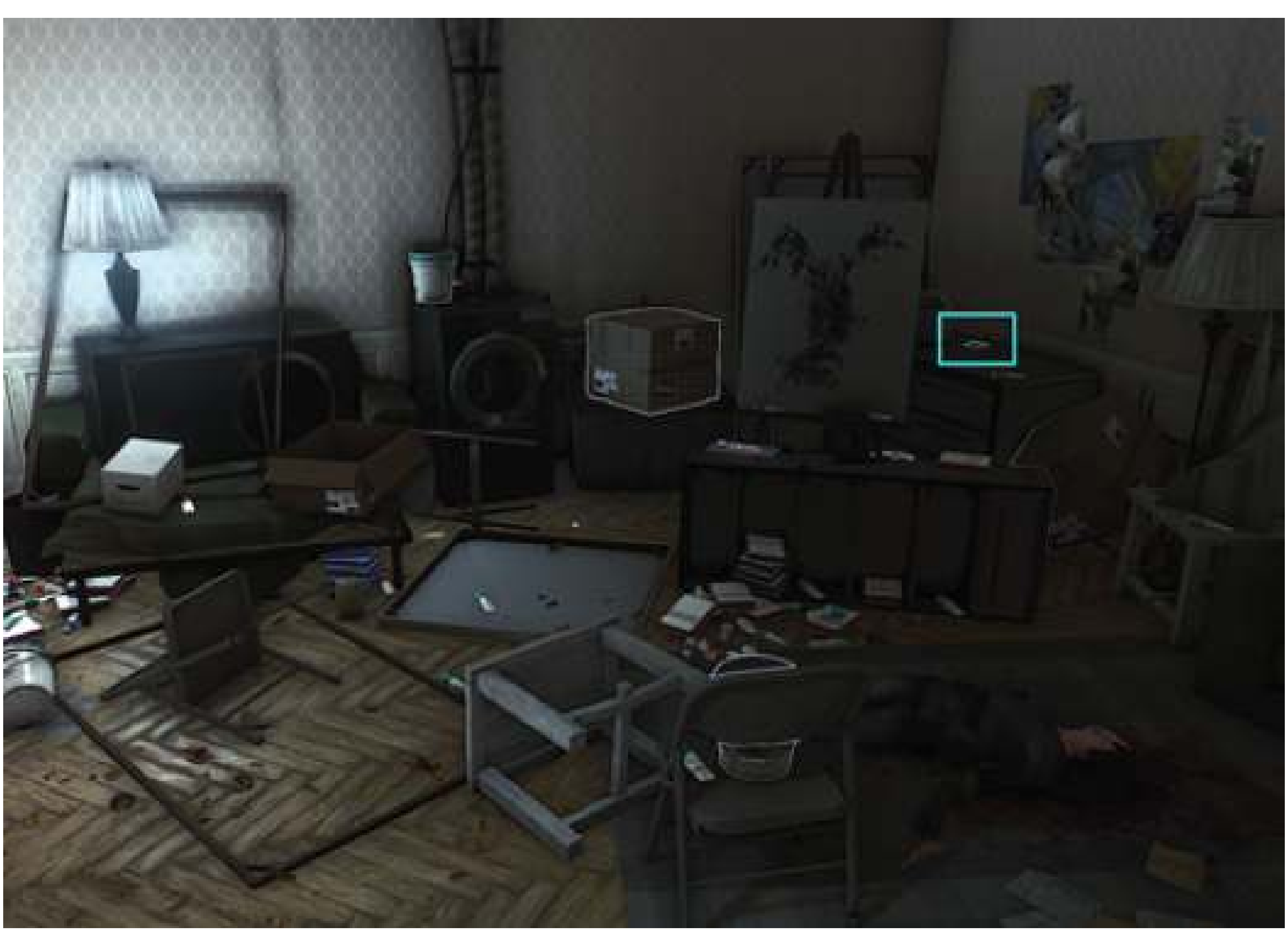


3: In the bedroom, hidden under a moveable piece of the floor.



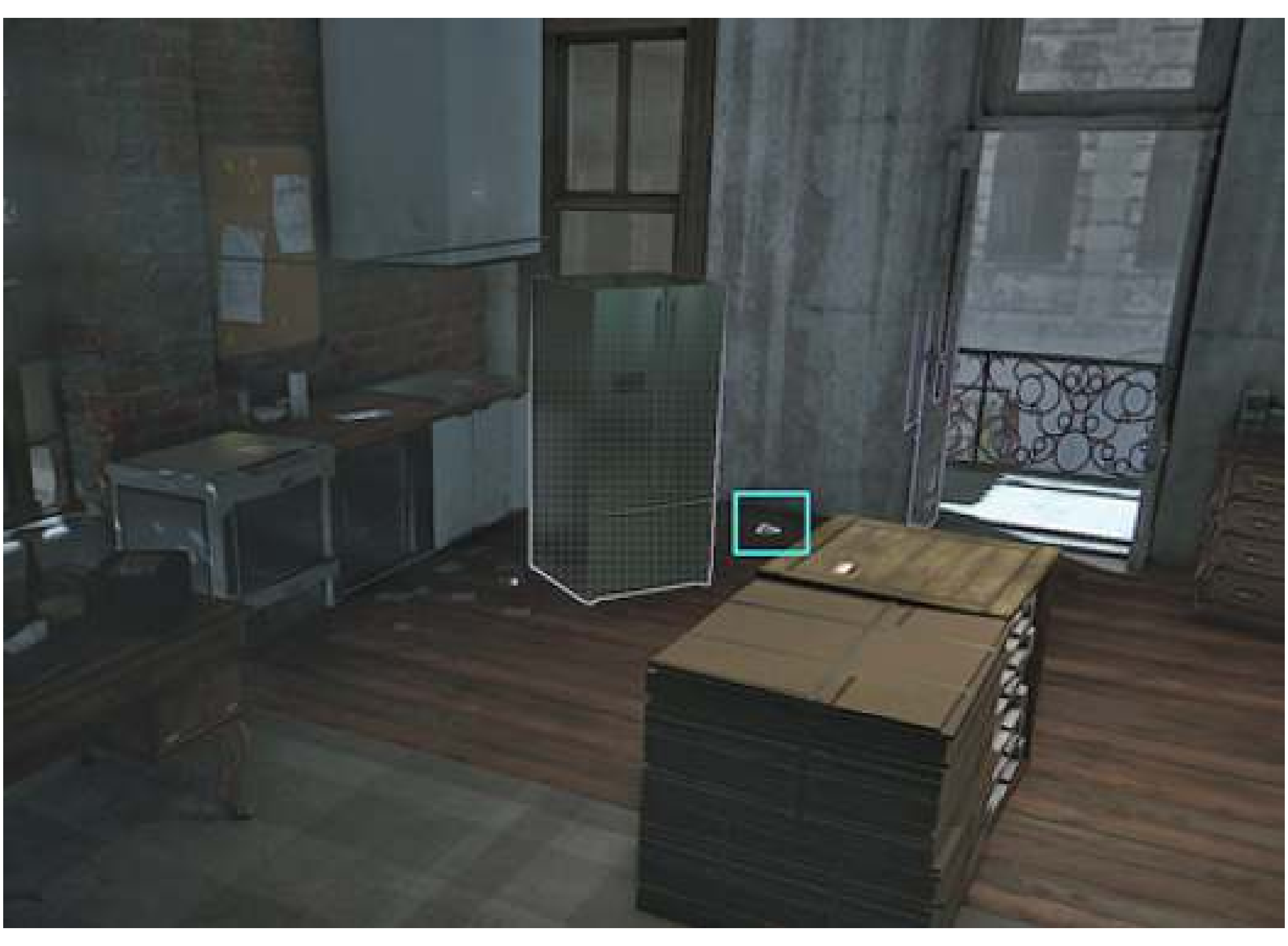
4: In the kitchen, hidden under the refrigerator.

DEAD ARTISTS APARTMENT



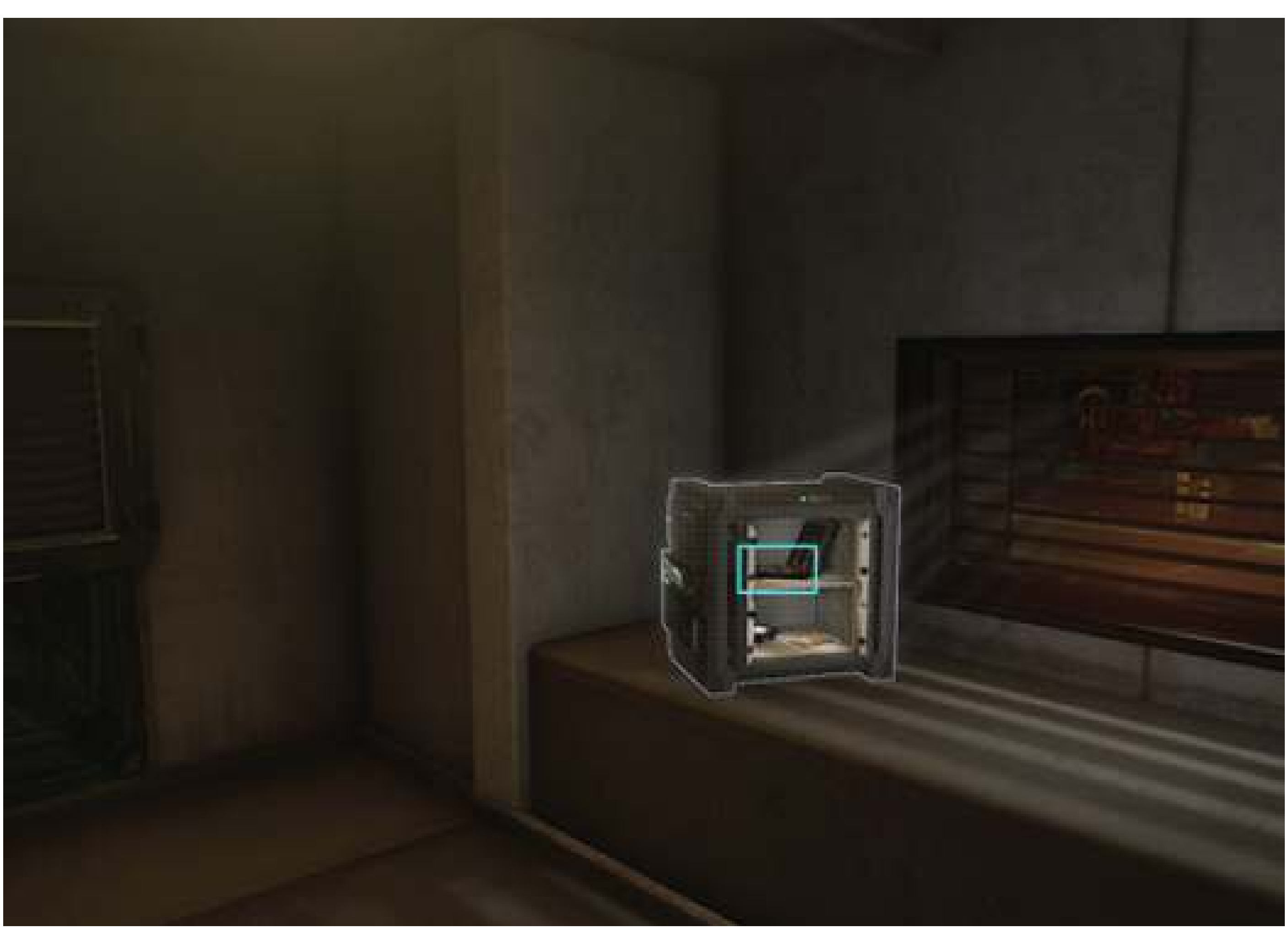
5: Inside an apartment with two dead artists, above a (fake) police checkpoint. Look behind the canvas near some boxes.

KRONICKY & HRACKY TOY FACTORY



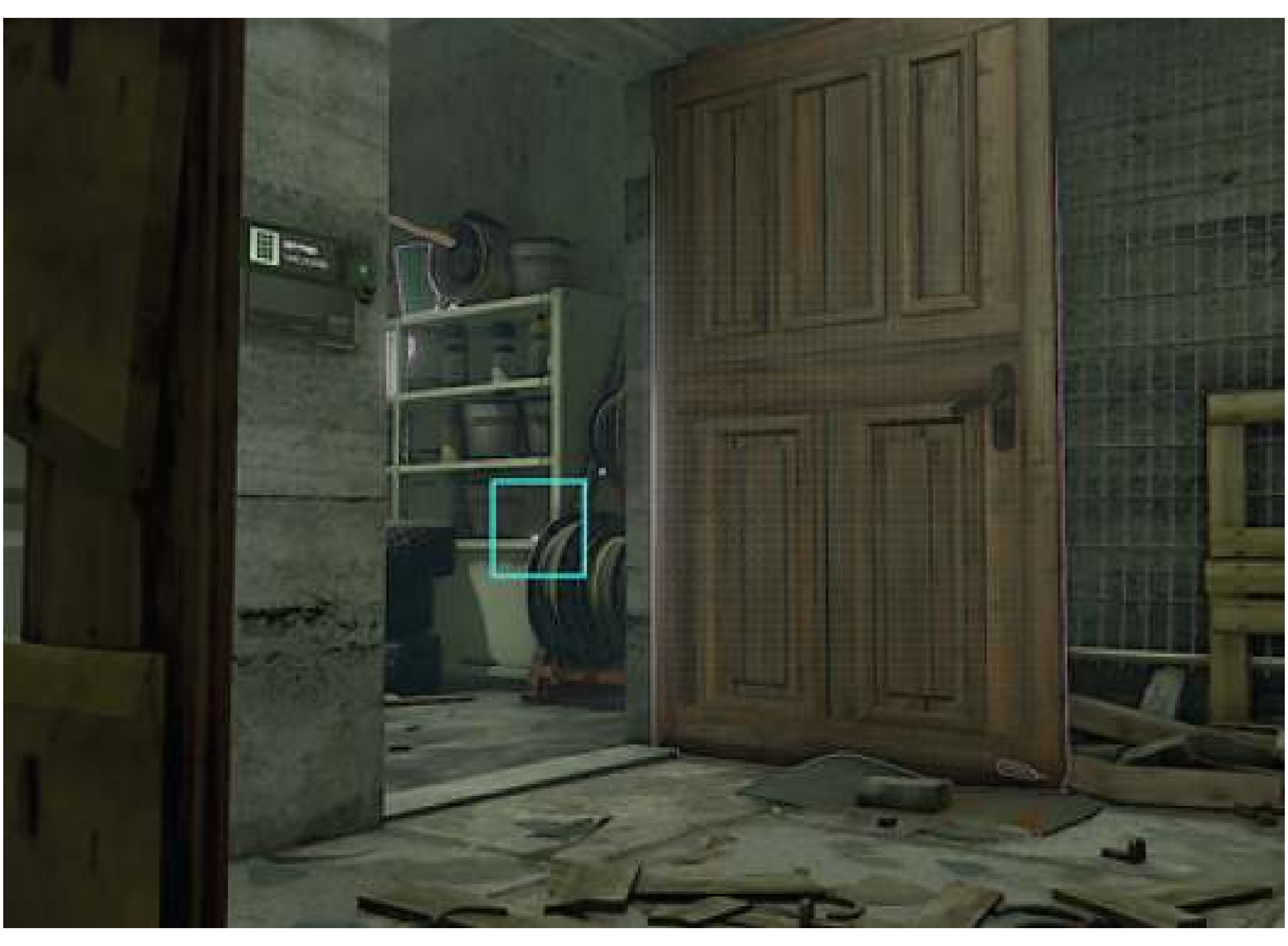
6: Inside Milena's apartment, under the refrigerator.

KOLLER SHOP

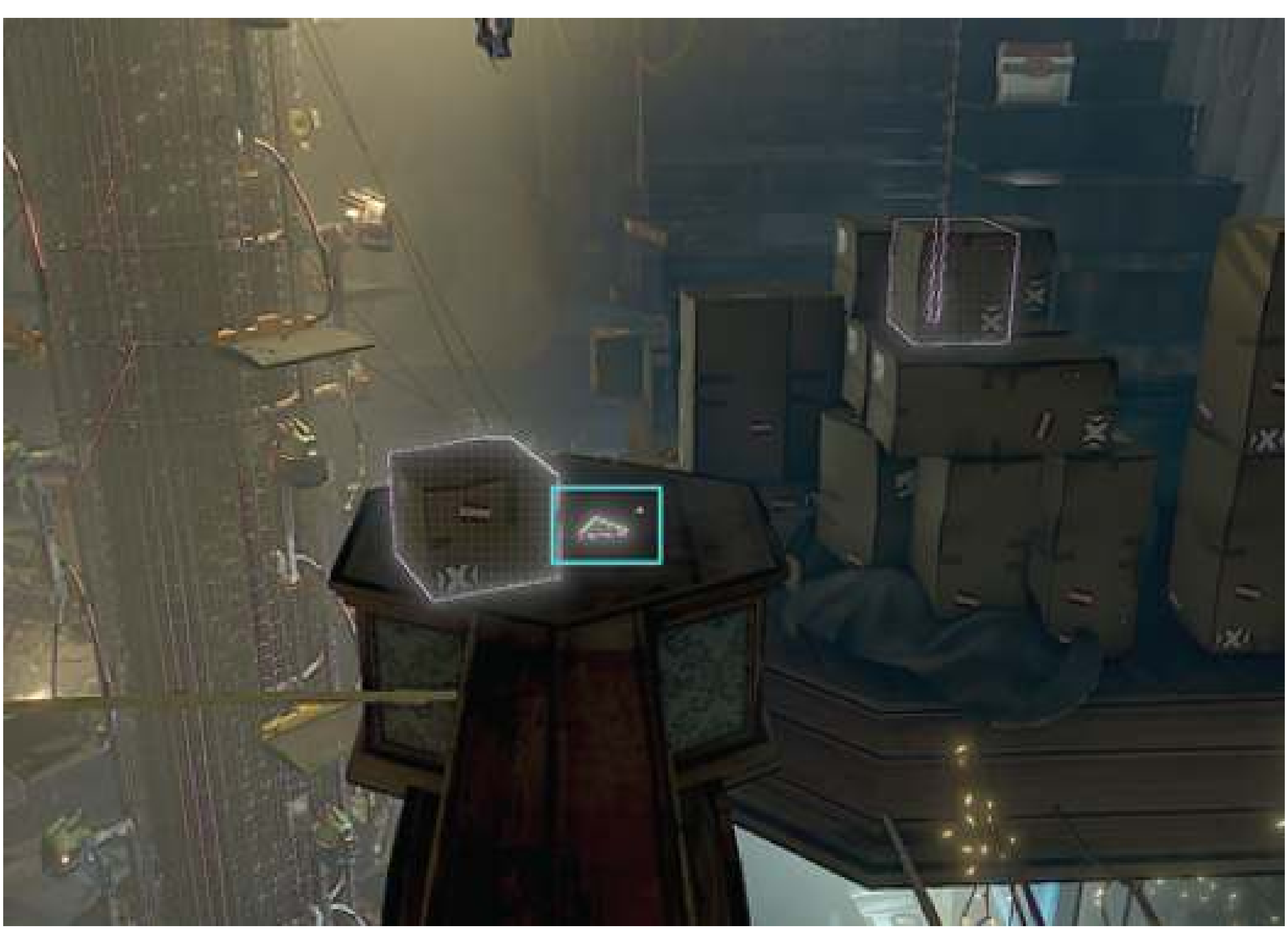


7: In the hidden room behind paintings, inside Koller's underground clinic, within his safe.

ALLISON'S CHURCH OF MACHINE GOD



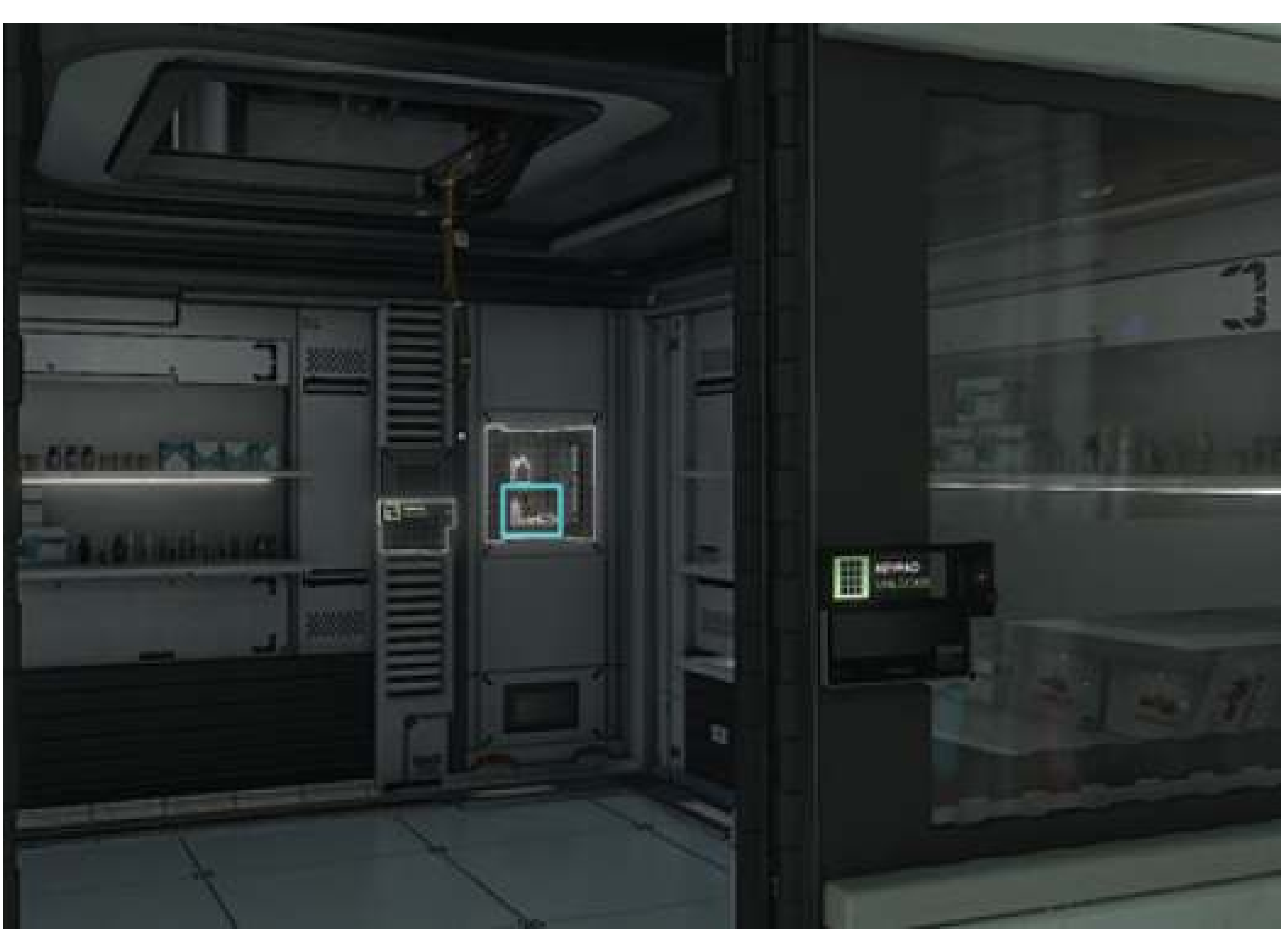
8: In the storage room on ground floor, on metal shelves.



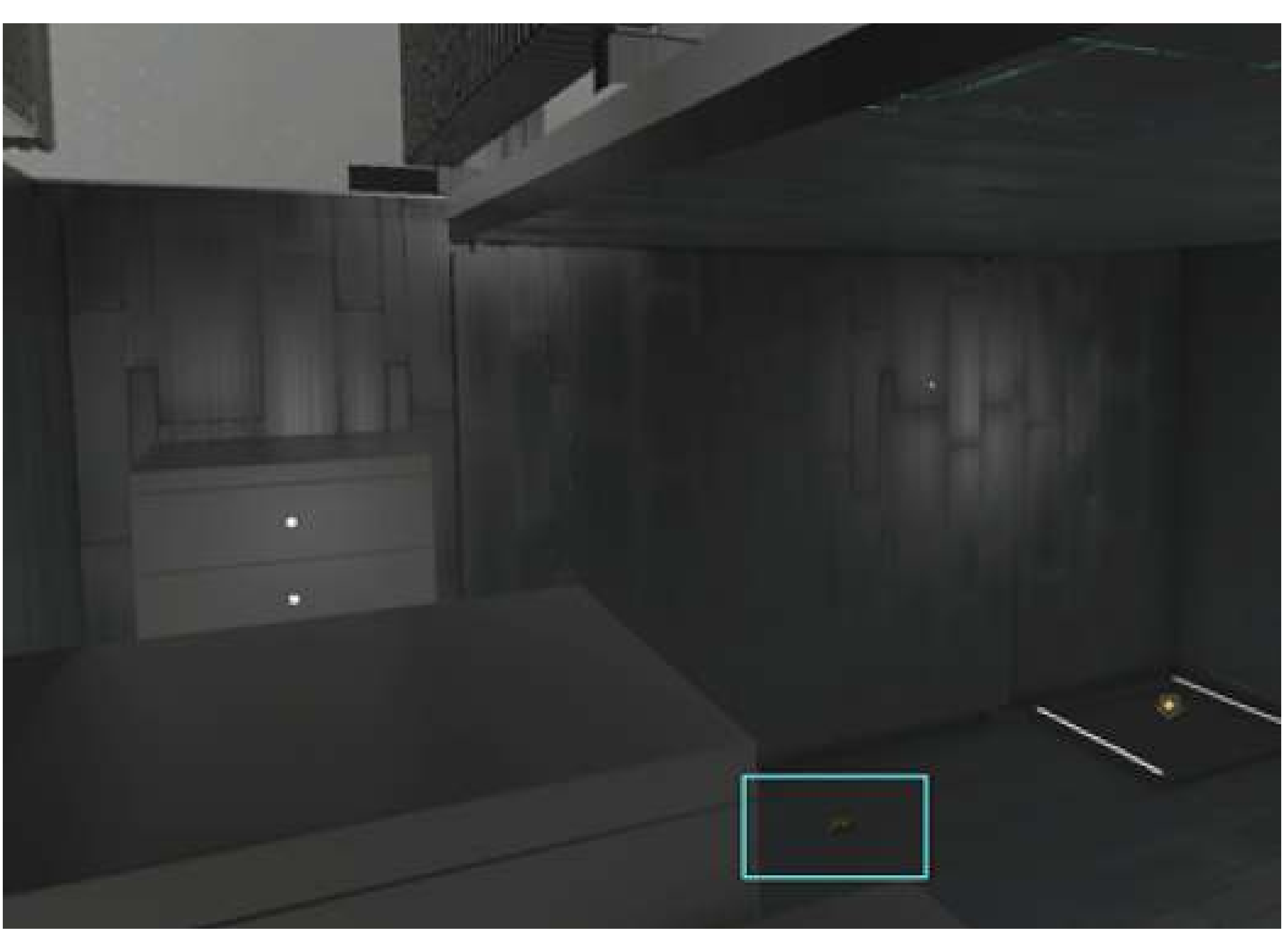
9: In Allison's room, under a cardboard box in her attic.

Prague: Modern District

TF29



10: In the locked safe inside the infirmary.

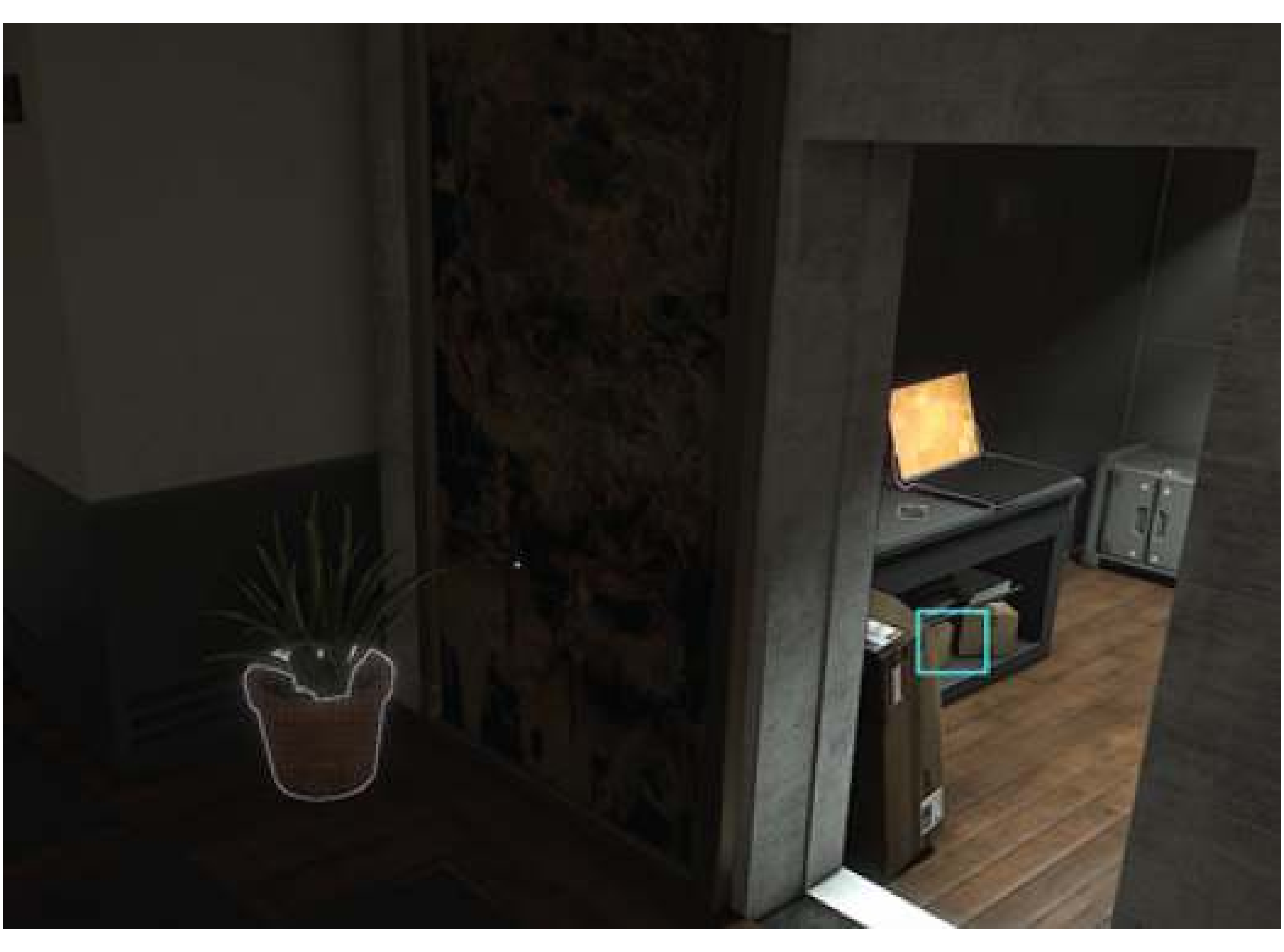


11: Enter the NSN and look on the ground under a passage protected by three sets of moving lasers that secure the passage to one of the data towers.

NOTE

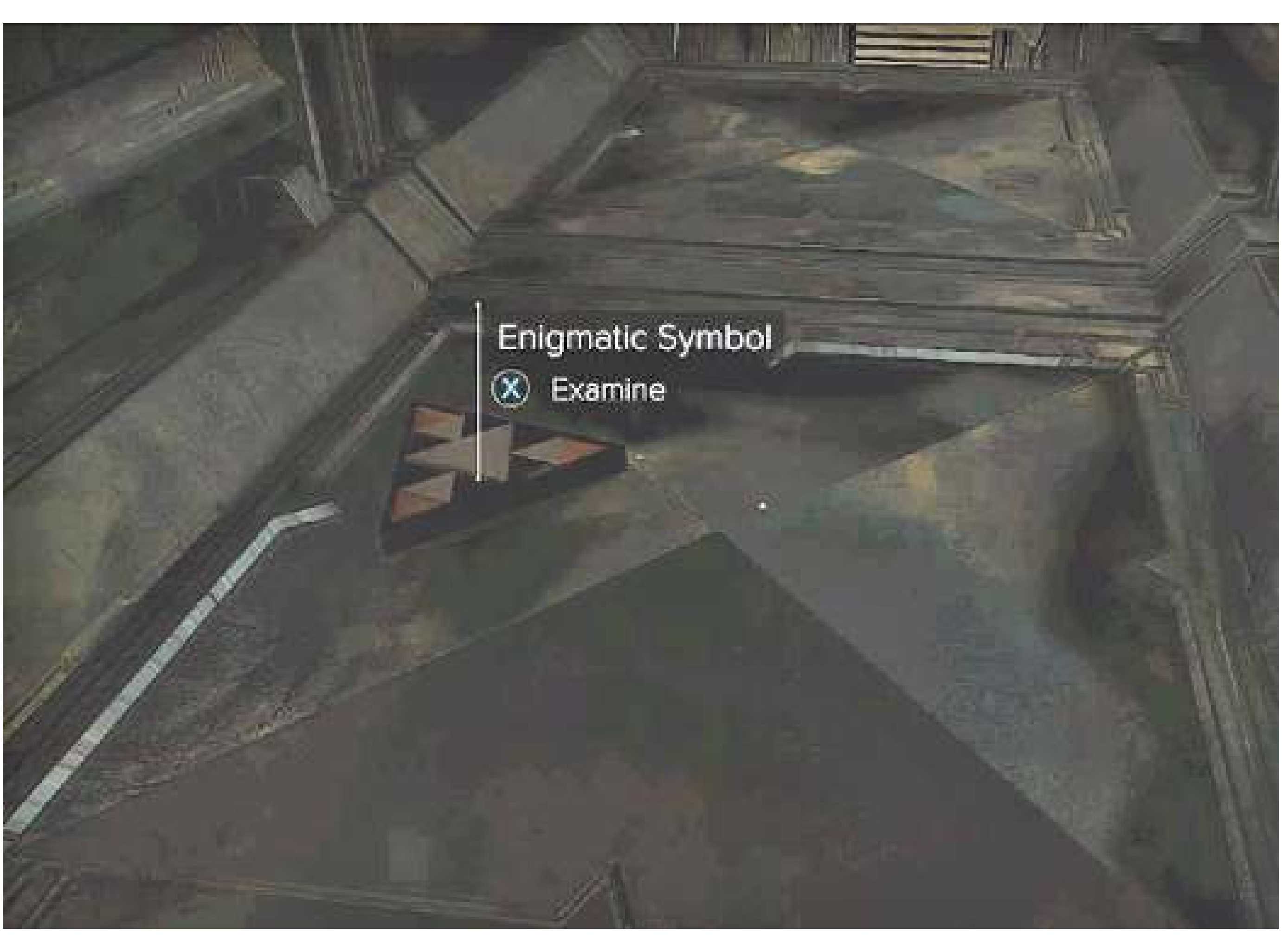
This Triangle code can be found only when you enter the NSN during your second visit to Prague. Look carefully because it is easy to miss!

JIM MILLER LOFT



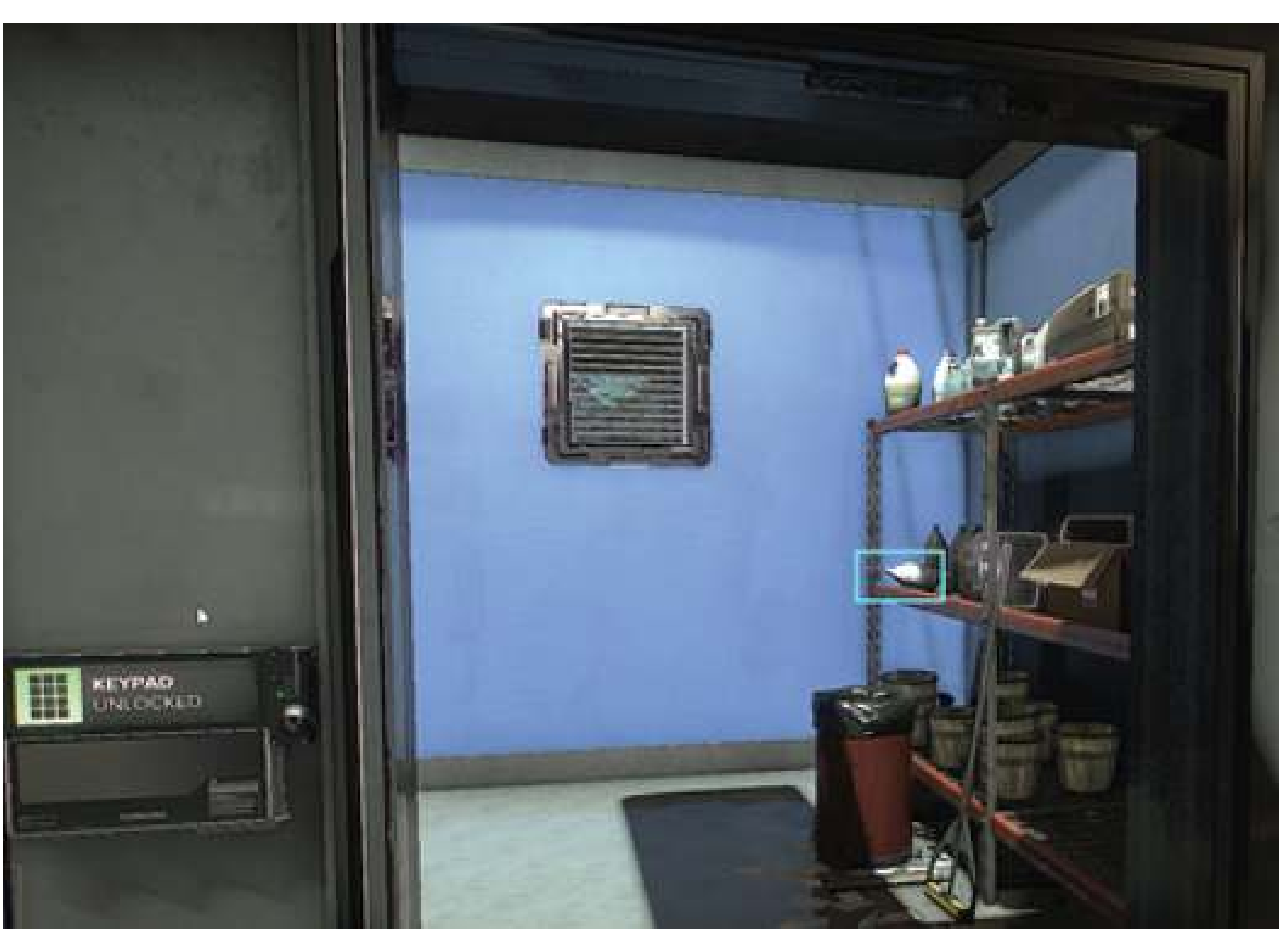
12: In Jim Miller's apartment secret room, under the computer on the shelf behind cardboard boxes.

OTAR CASINO



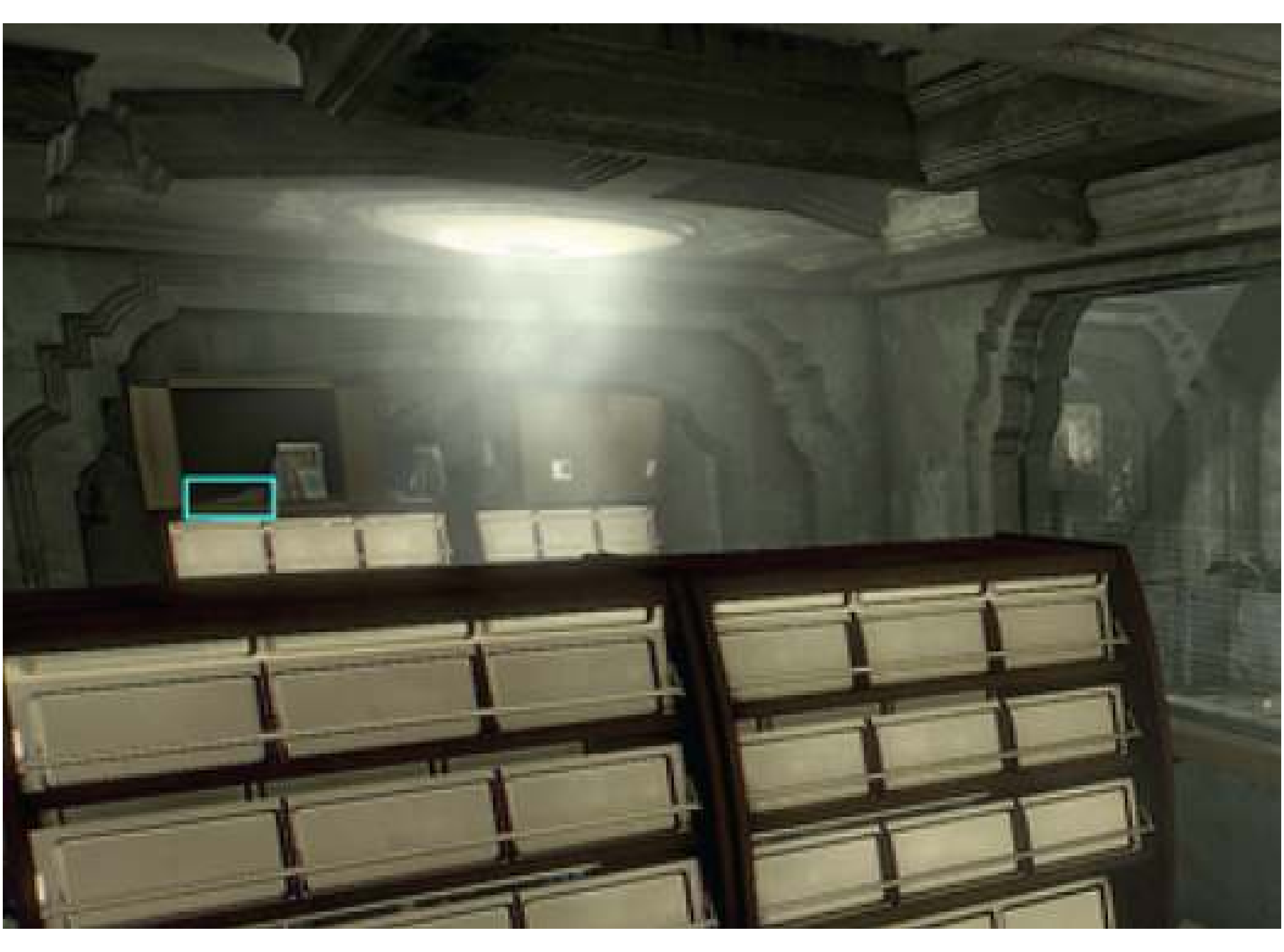
13: Inside the vent behind the desk with the Security Hub in Otar's office.

PALISADE SUBWAY STATION



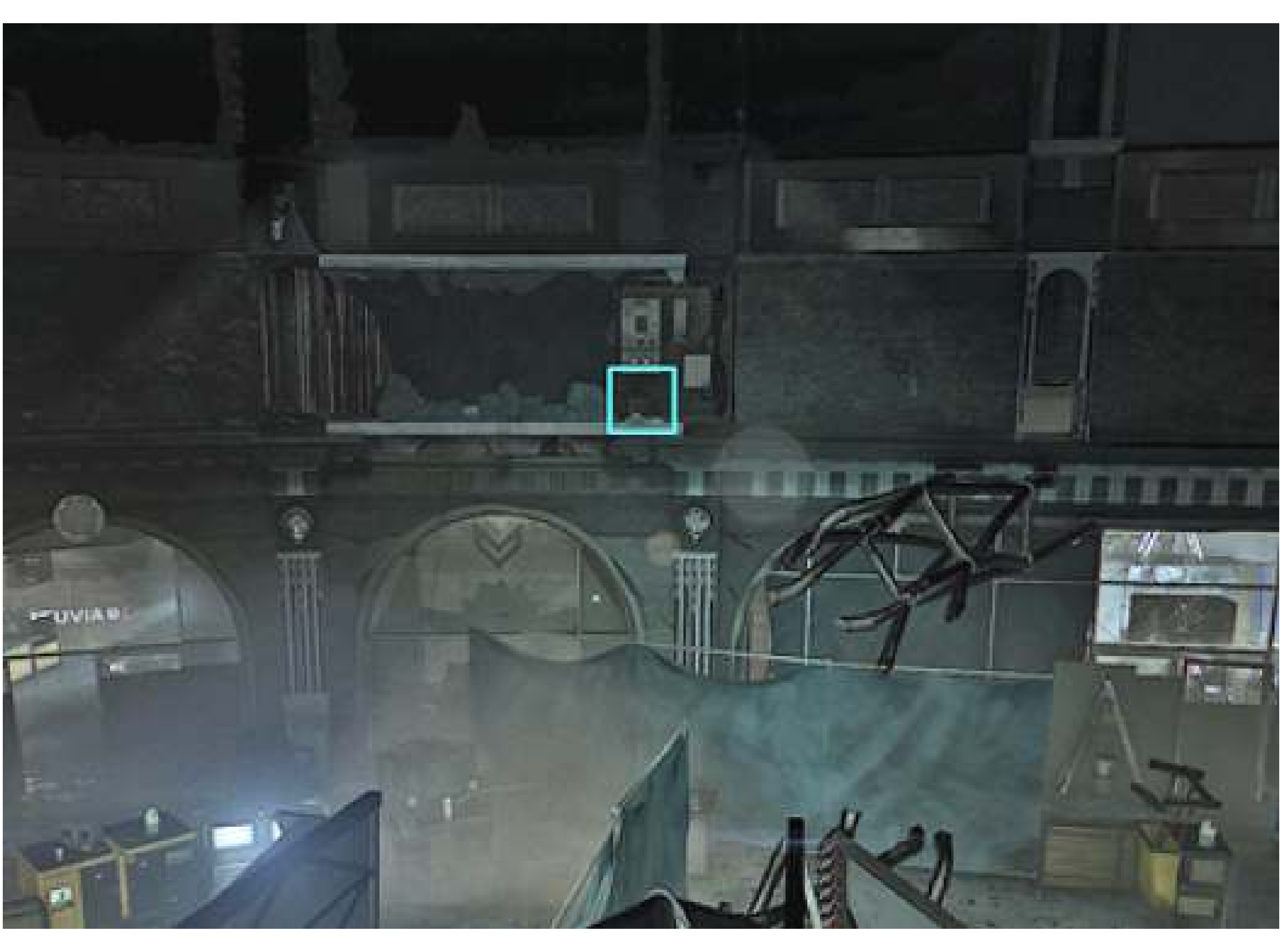
14: On a shelf inside the locked maintenance room of the Palisade Subway Station.

INFO TOURIST CENTER



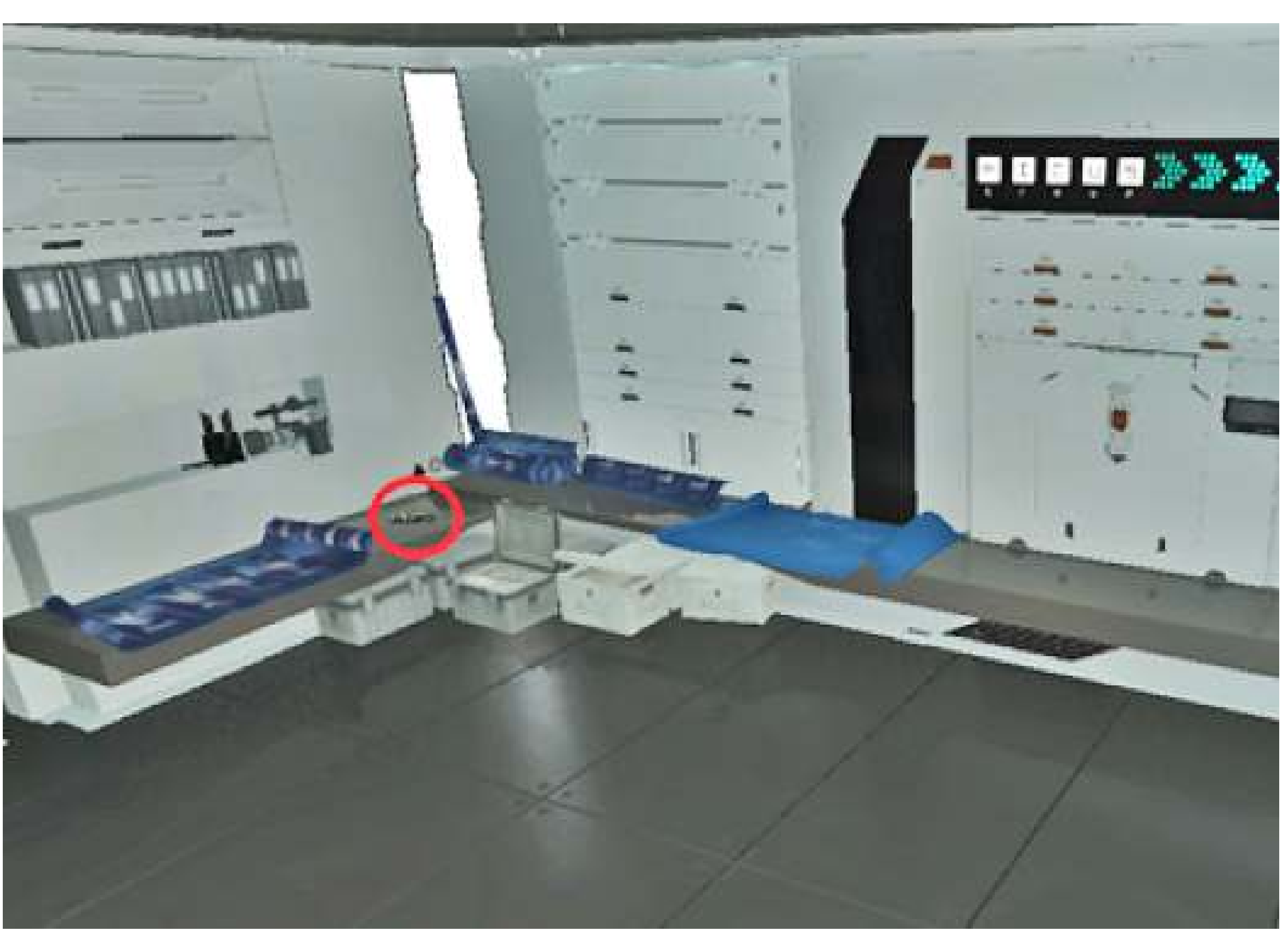
15: In Information Center's lower section. It's in an opened box on top of shelves of the far-end locked room.

TRAIN STATION

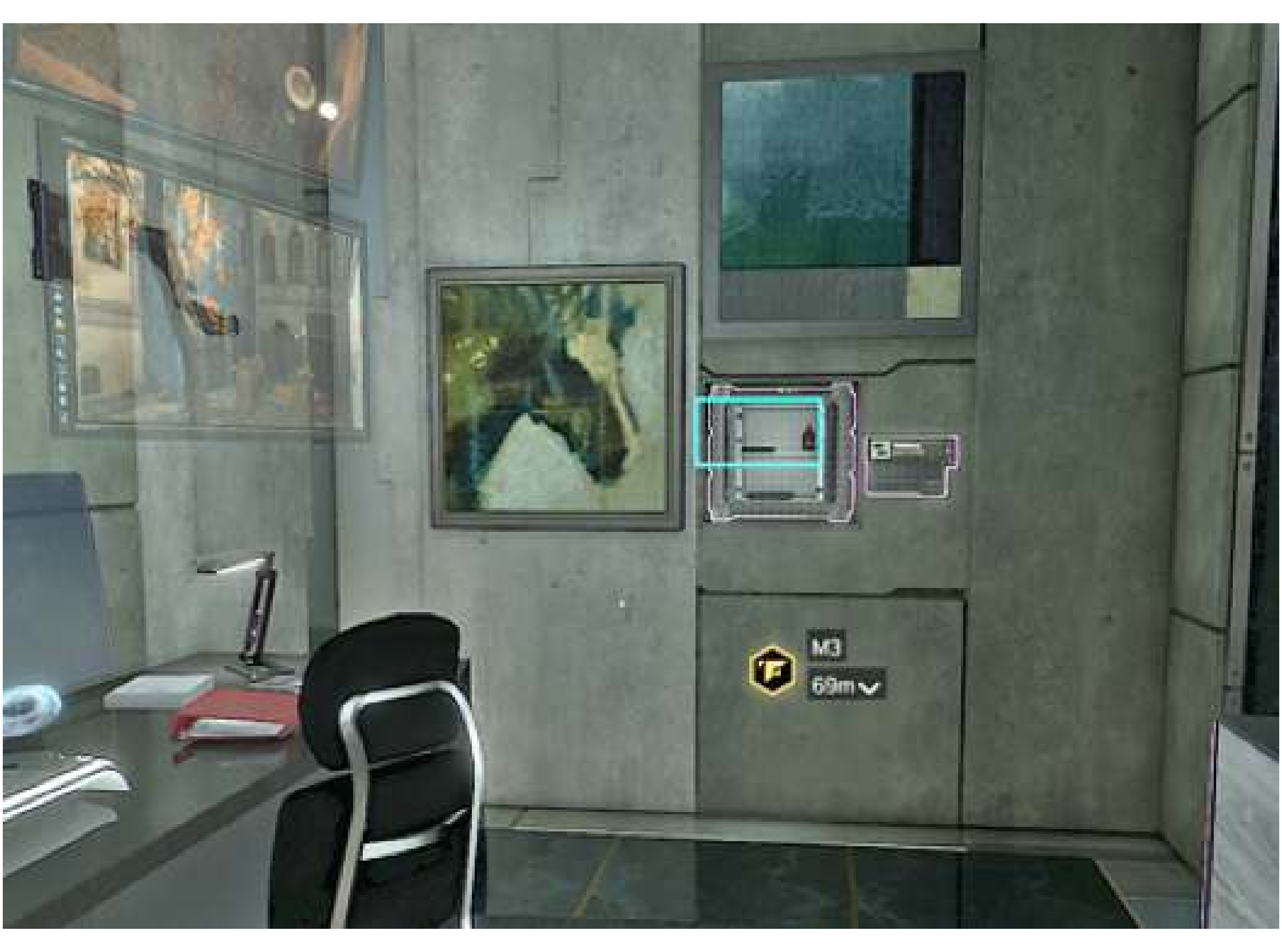


16: Inside an accessible space from a damaged portion of a wall on top of the Vitruvian Café.

PALISADE BANK

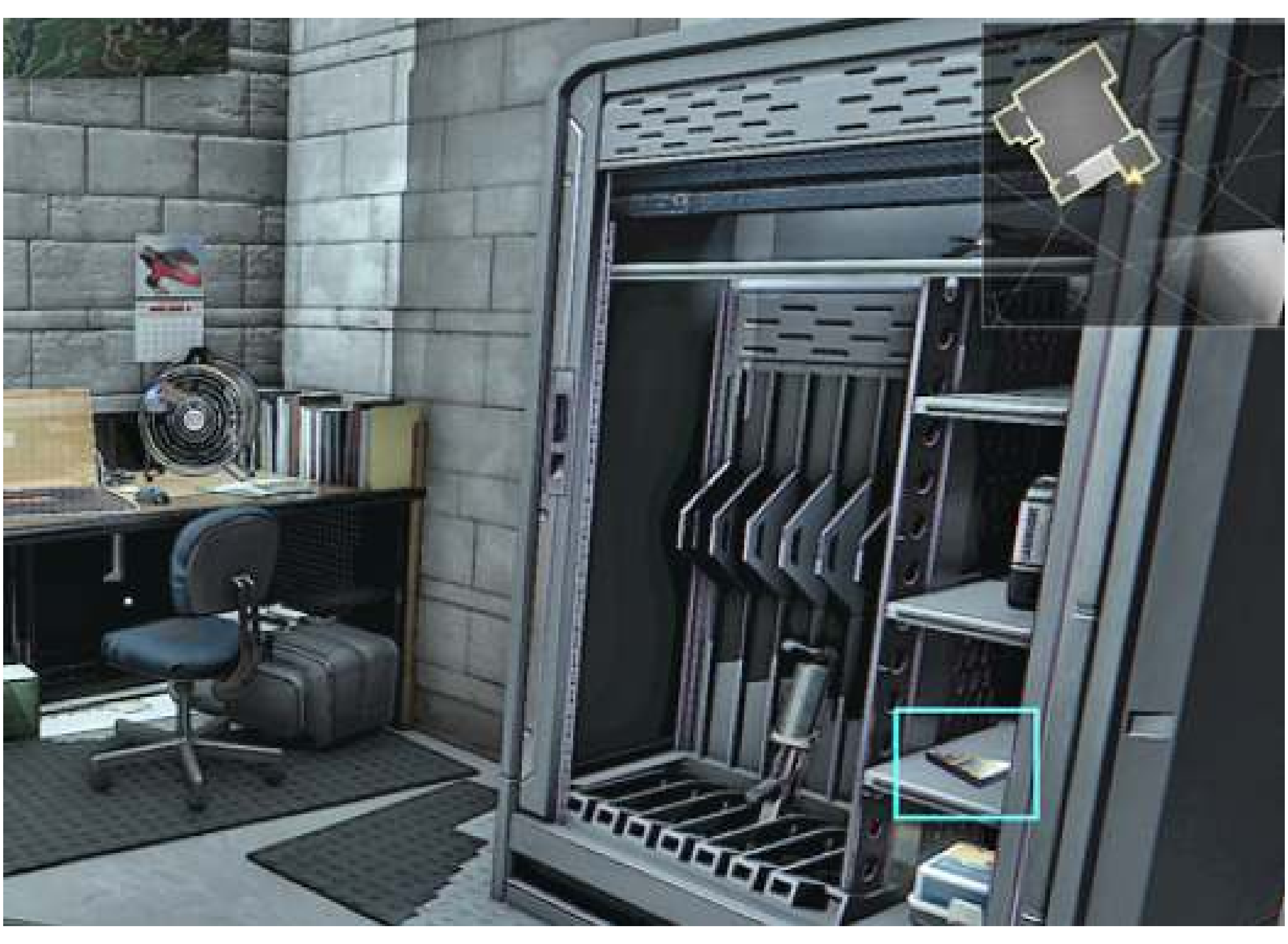


17: Inside the Picus Corporate Vault, in the Vault Maintenance Shaft (accessible via the garage's ventilation shaft or the called-down Versalife Corporate Vault), among some blueprint plans.



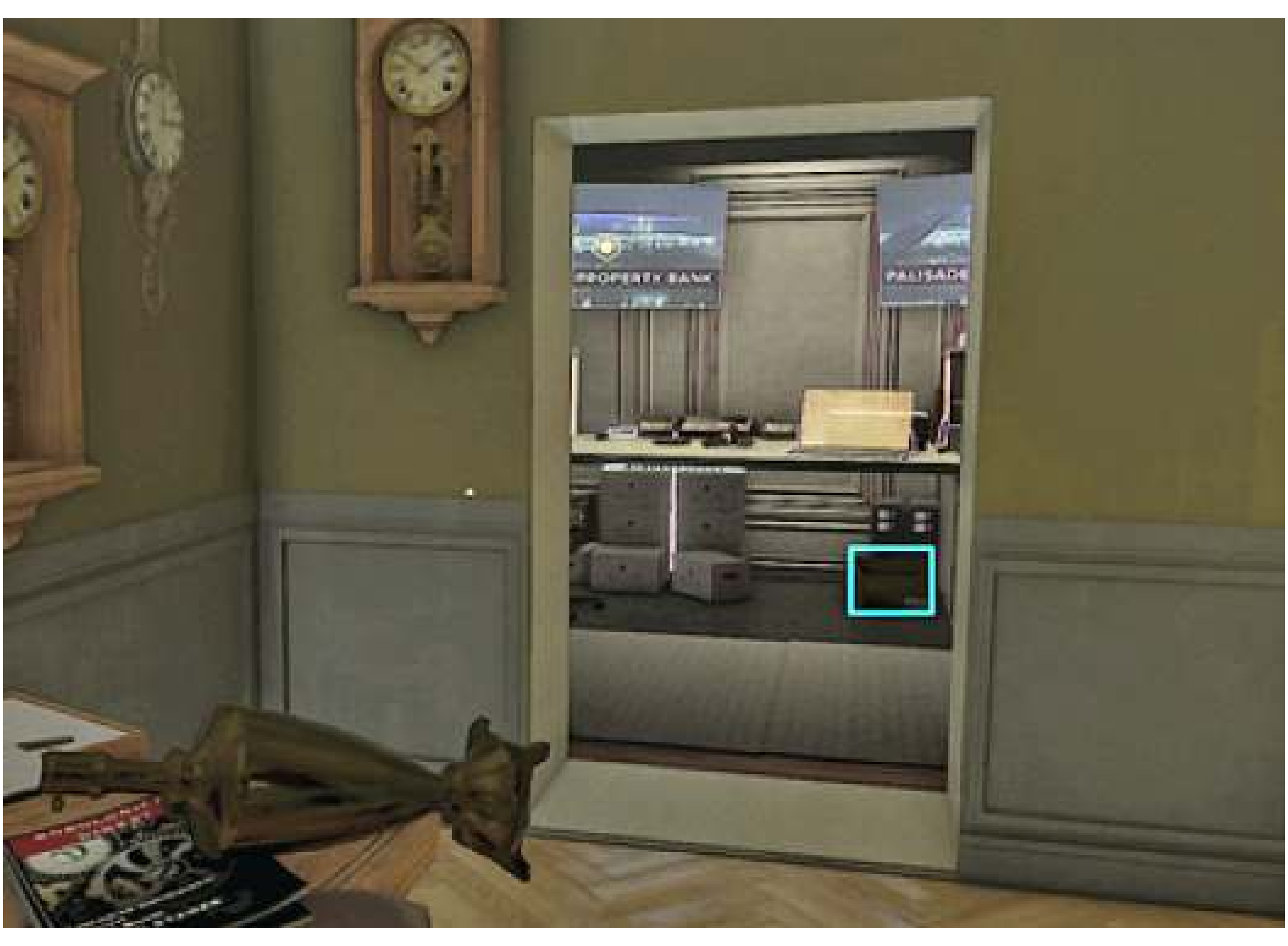
18: Inside the locked safe hidden behind a painting in the secret room of the CEO/CTO's office.

CHIKANE'S PLACE



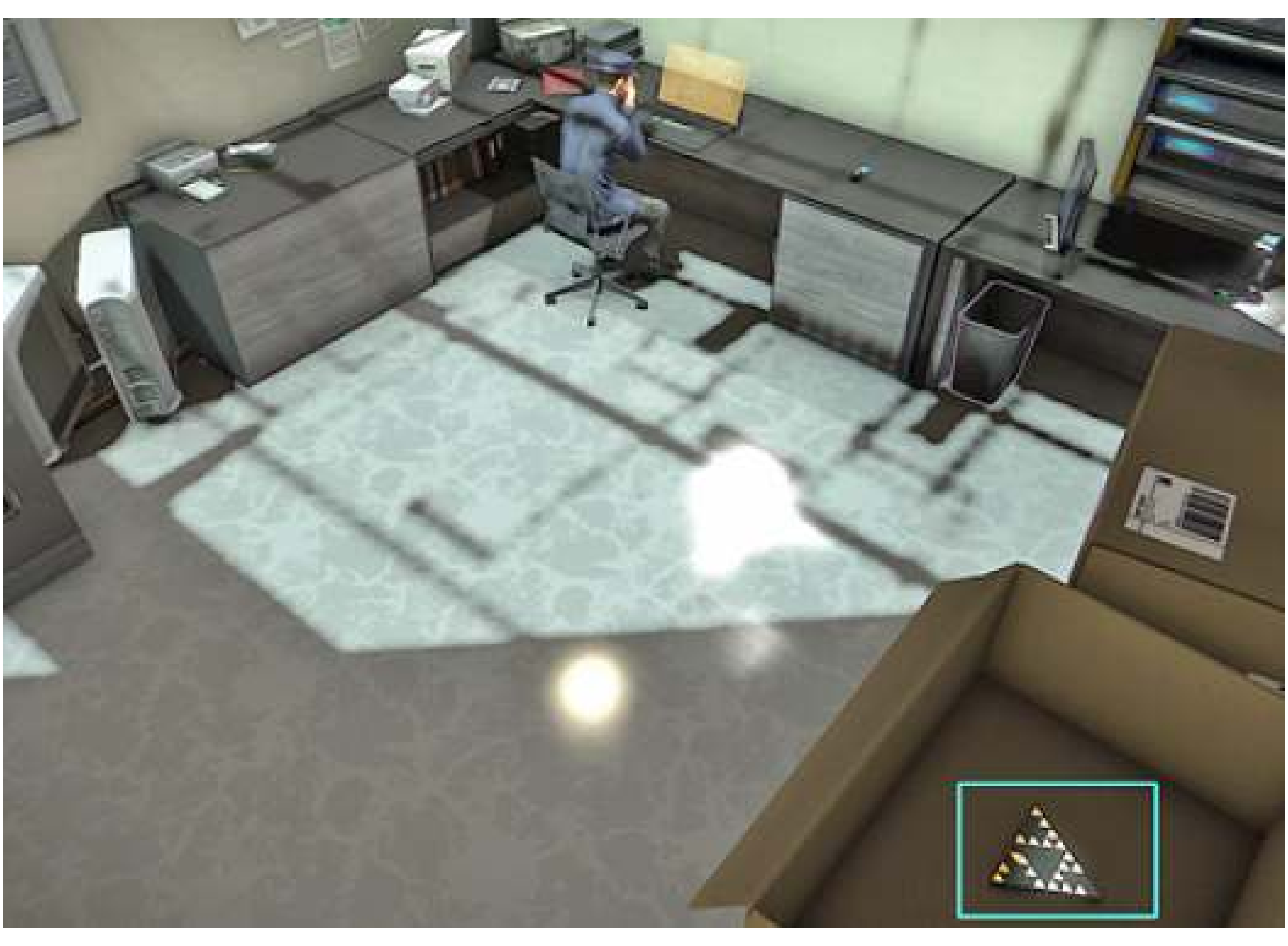
19: In Chikane's secret room, hidden in his personal quarters of the shop's basement, inside a weapons cabinet.

NOMAD STANEK APARTMENT



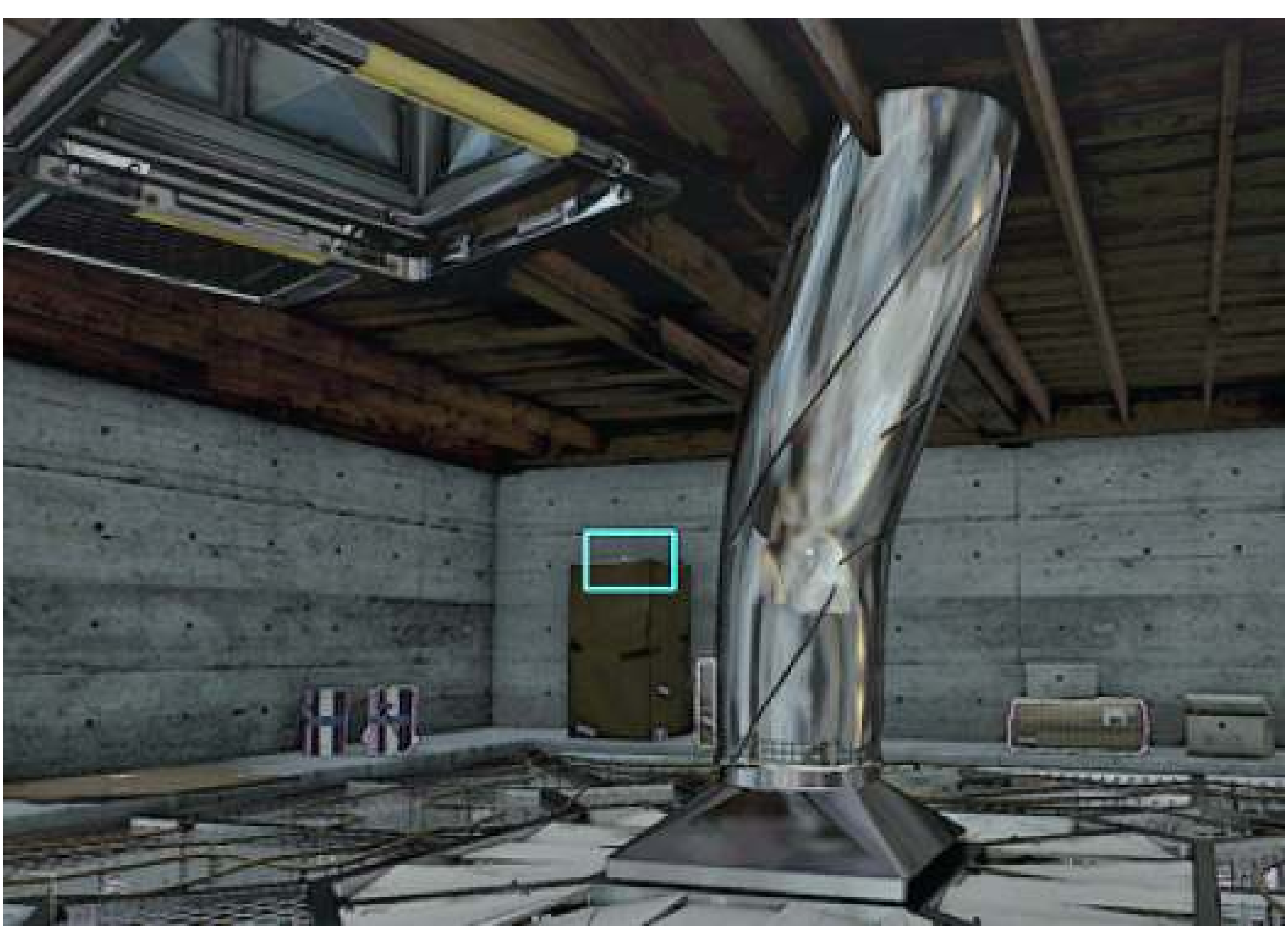
20: In Nomad's apartment secret room, inside the open cardboard box under his desk, beneath the throwable white box.

ASIMOV SUBWAY STATION



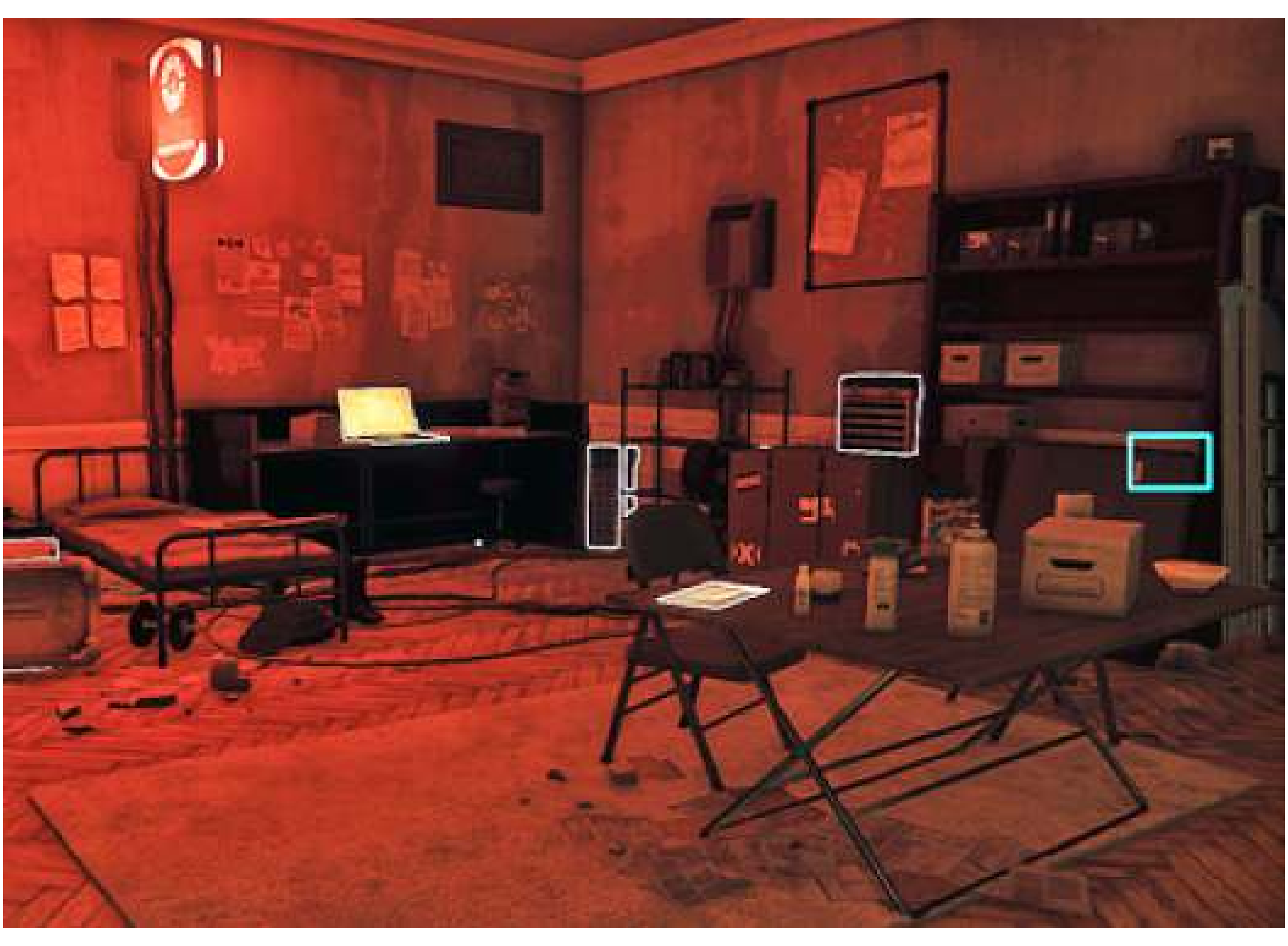
21: In an opened box atop of the lockers in the Asimov Station security room.

DERELICT L.I.M.B. CLINIC



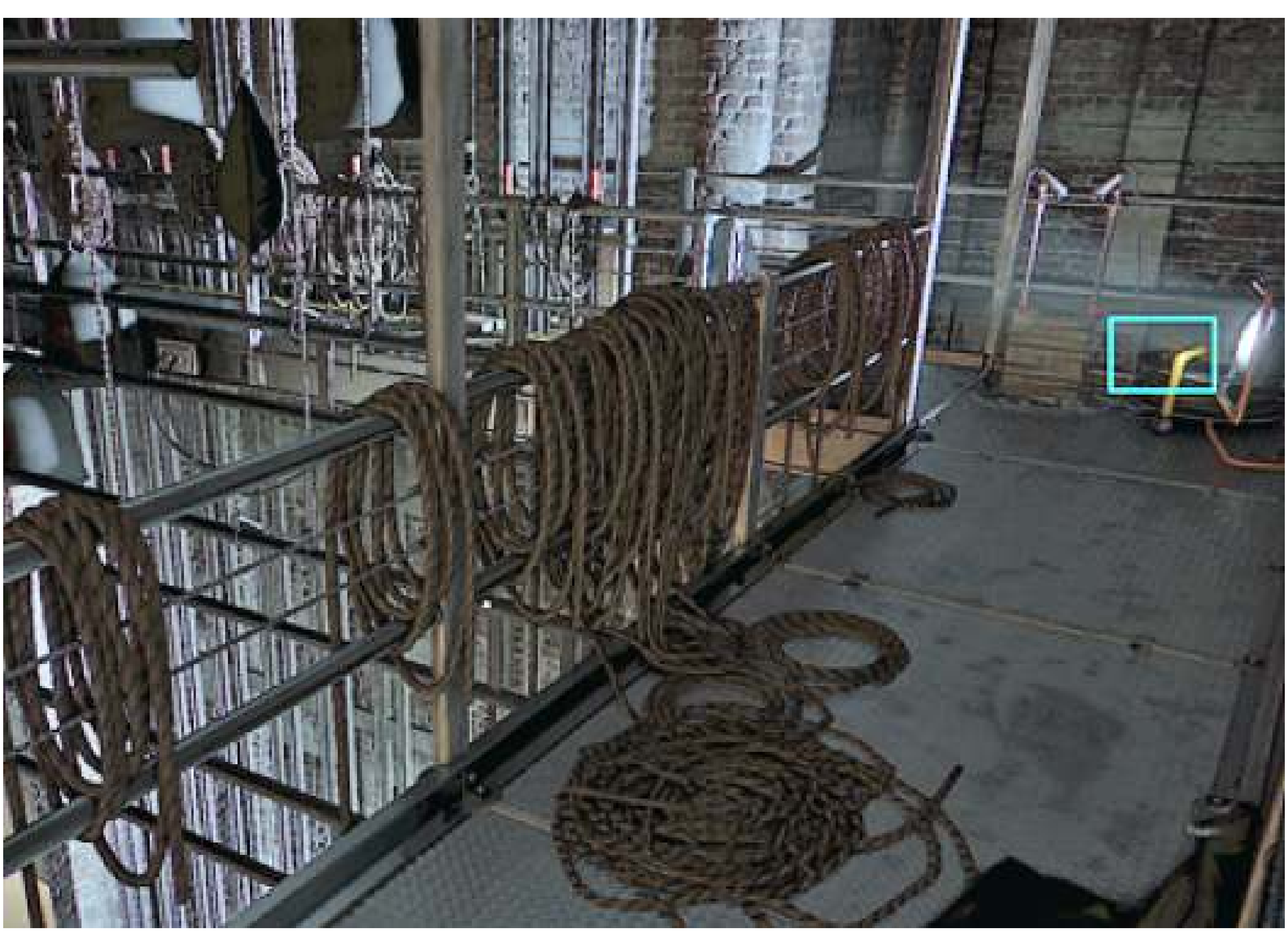
22: In the clinic's ceiling on a big cardboard box.

NADA'S APARTMENT

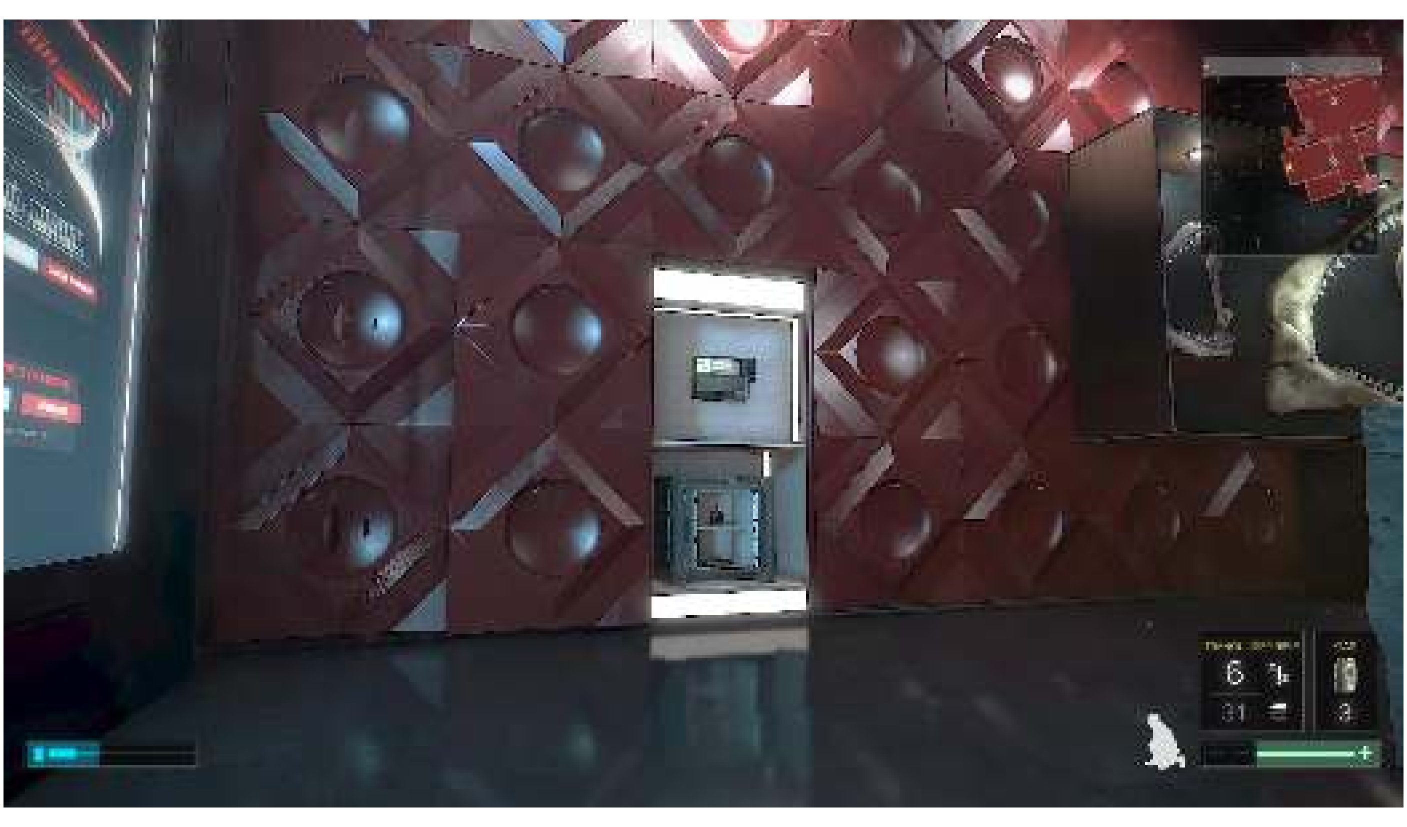


23: In the apartment owned by the Cigar Lounge's barman (who is also a Black Market Merchant) next to the "tentacle" building in Red Light. Look on the shelves behind a small throwable box.

DVALI THEATER



24: On a cable roll on the catwalks above the theater.

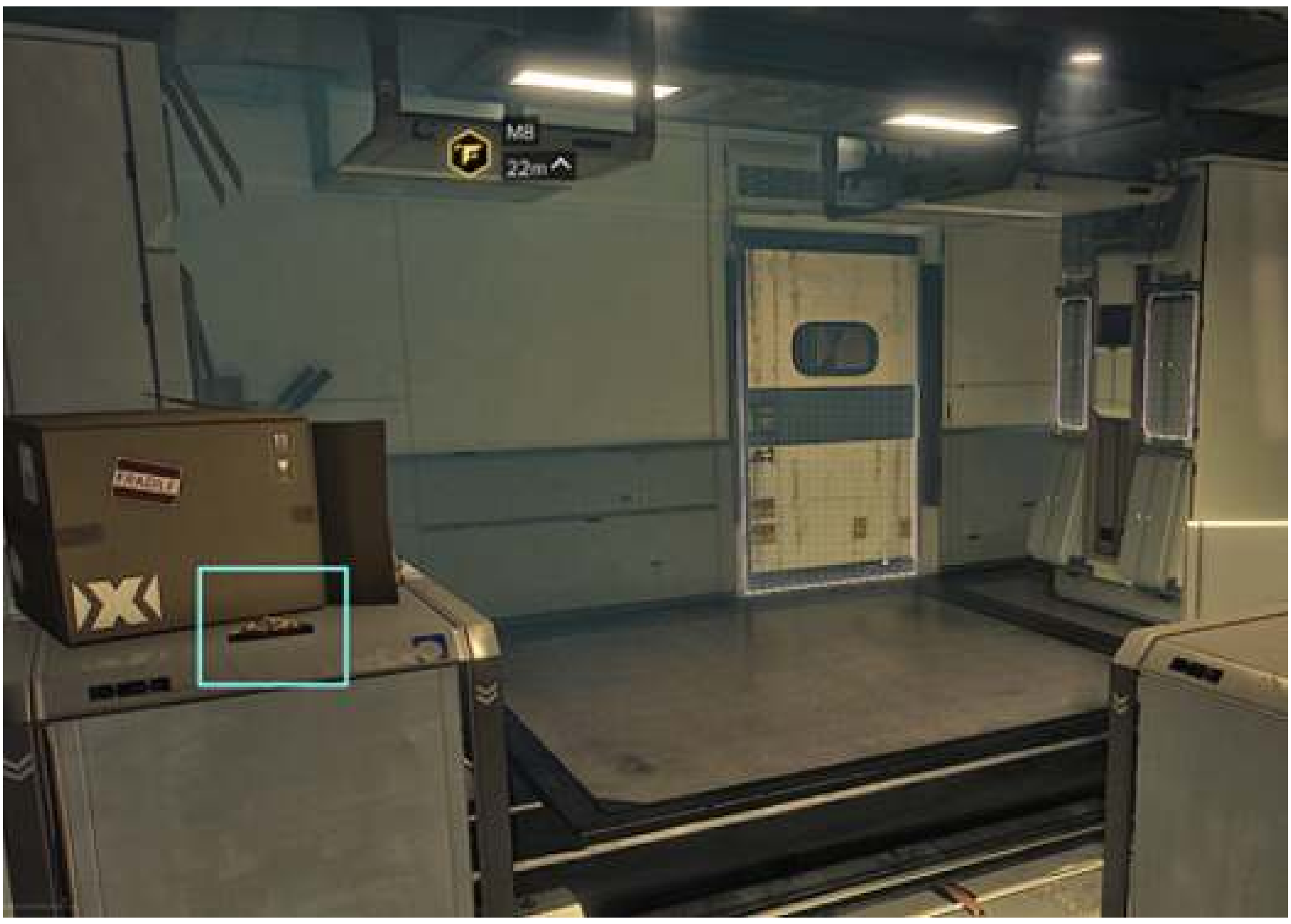


25: In Radich's office, inside his locked safe hidden behind a sliding panel.

Triangle Code Locations

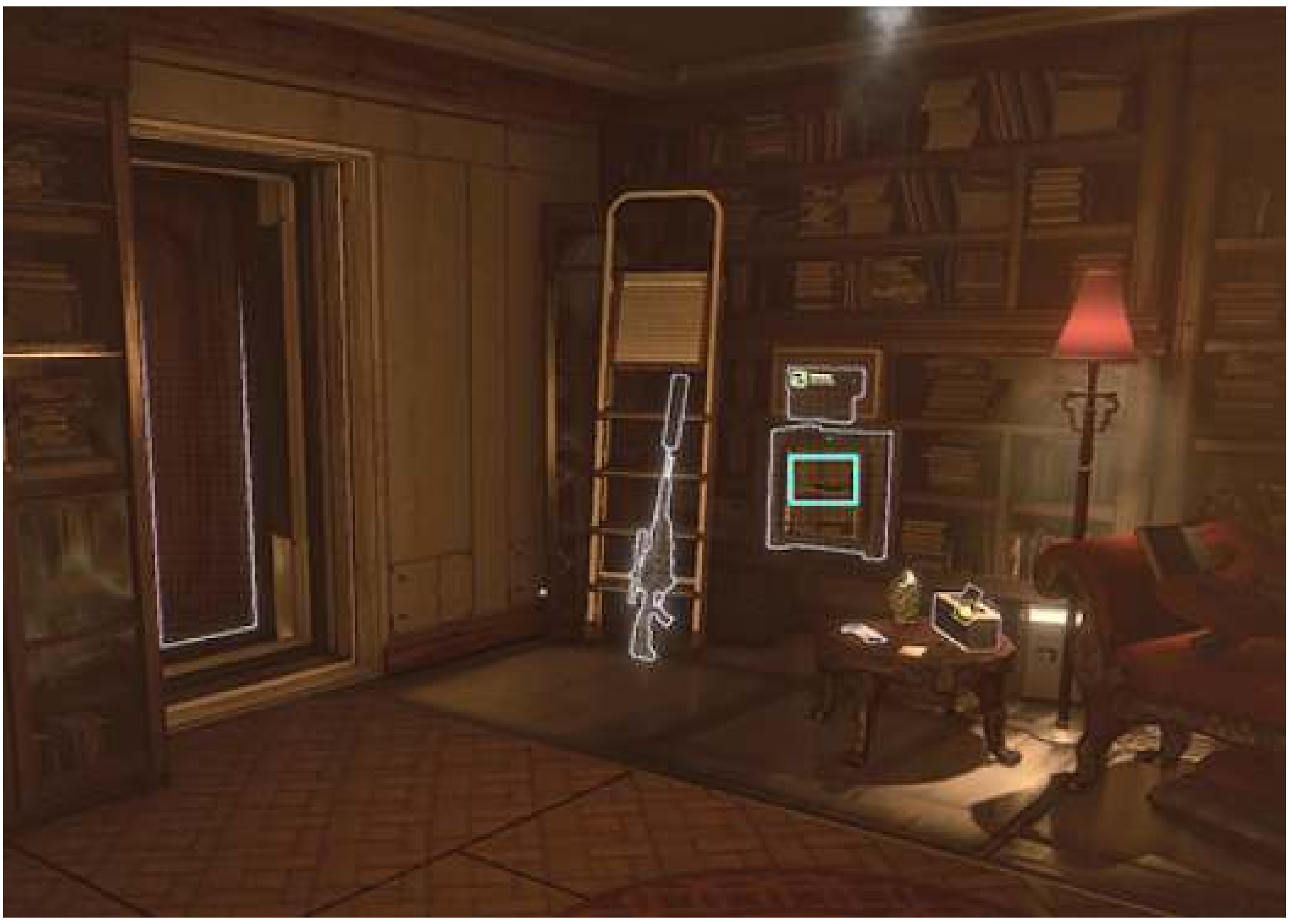
Golem

SOCIAL HUB



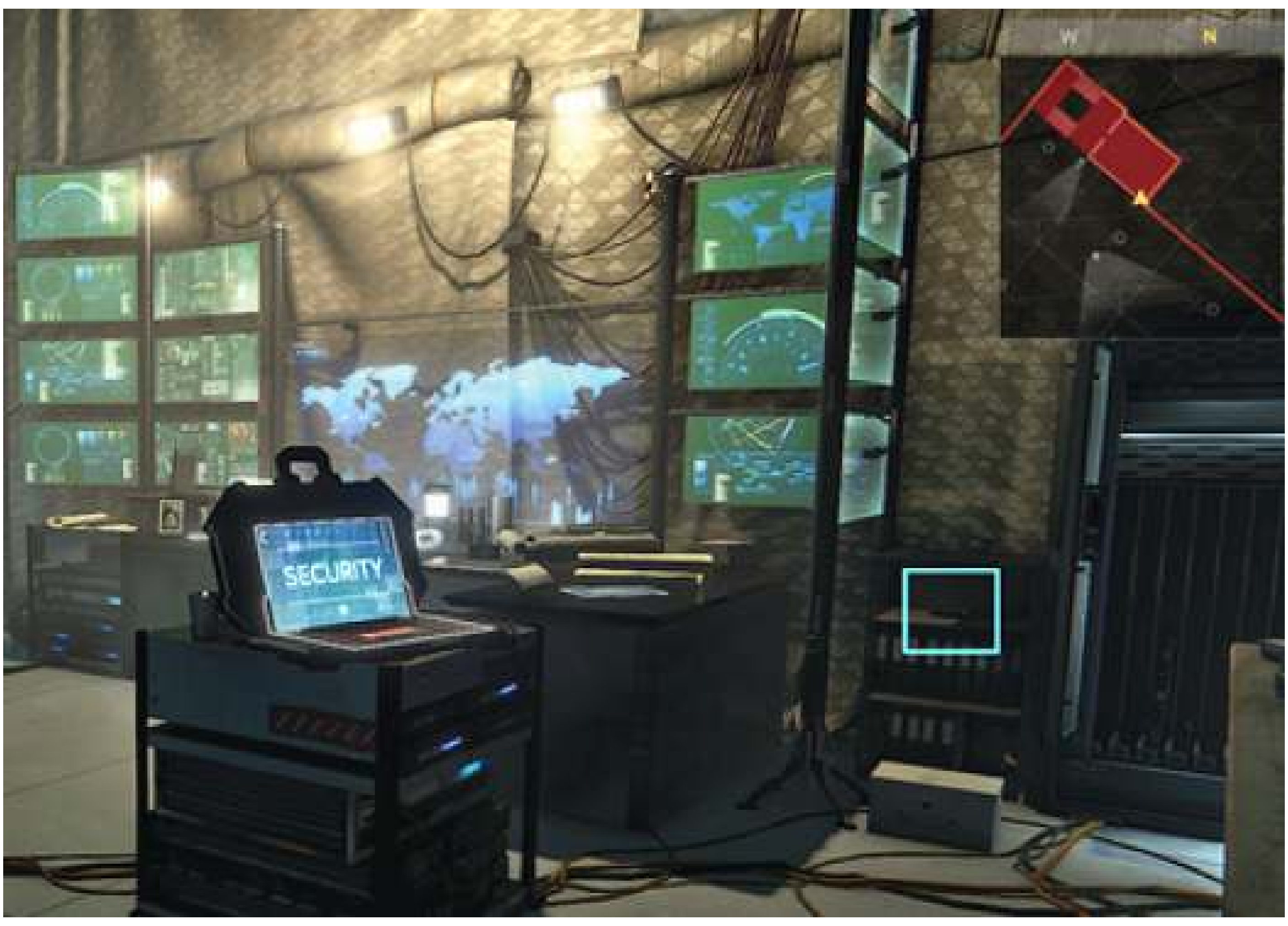
26: In the market area of Social Hub (5th floor), inside a locked housing owned by a Rabi'ah promoter, behind a throwable box.

TALOS ROOM



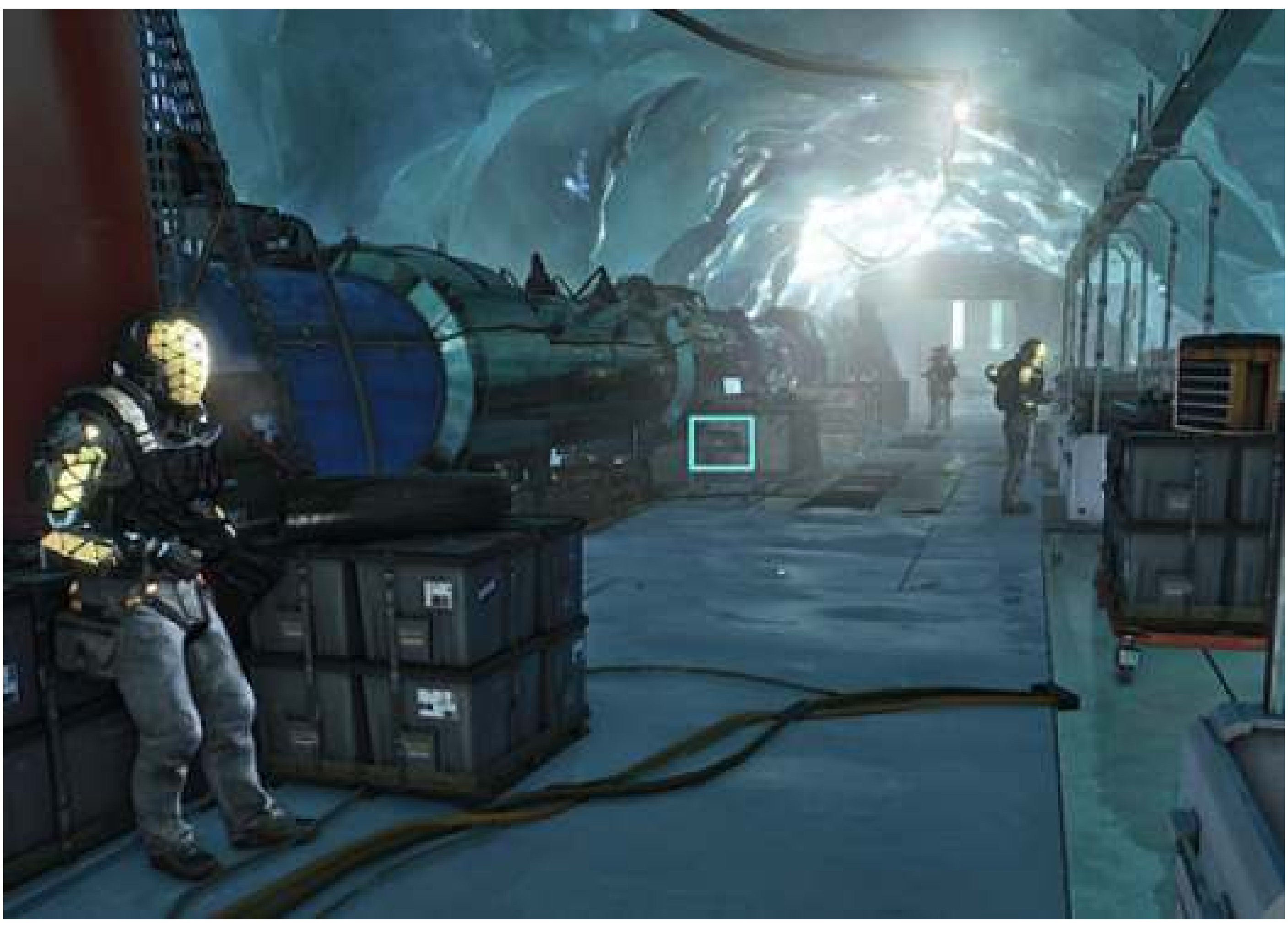
27: Inside a locked safe in the personal room of Talos Rucker's office.

HANGAR 1



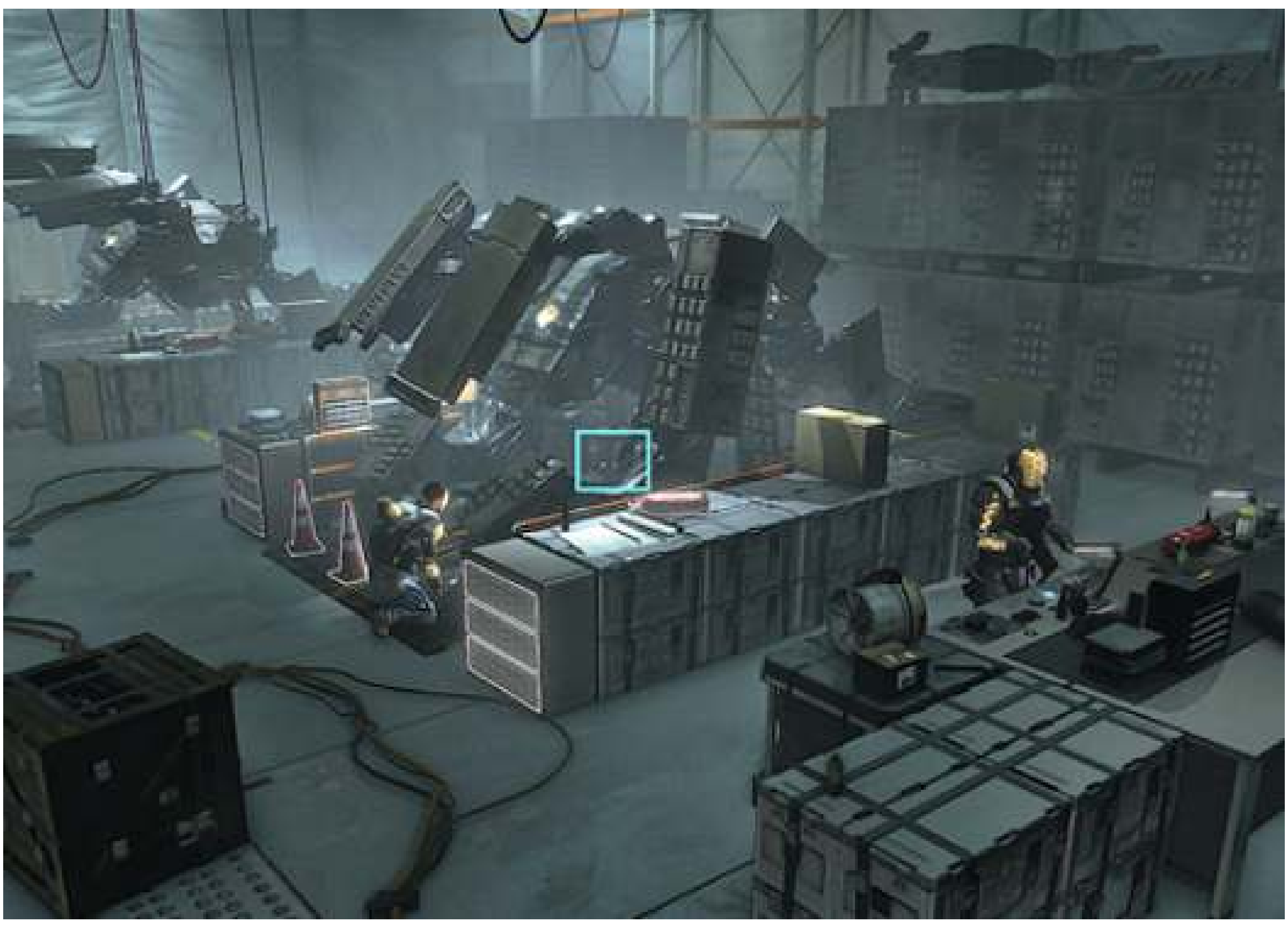
28: Inside Marchenko's personal office, on a small shelf under a throwable box.

ICE TUNNEL



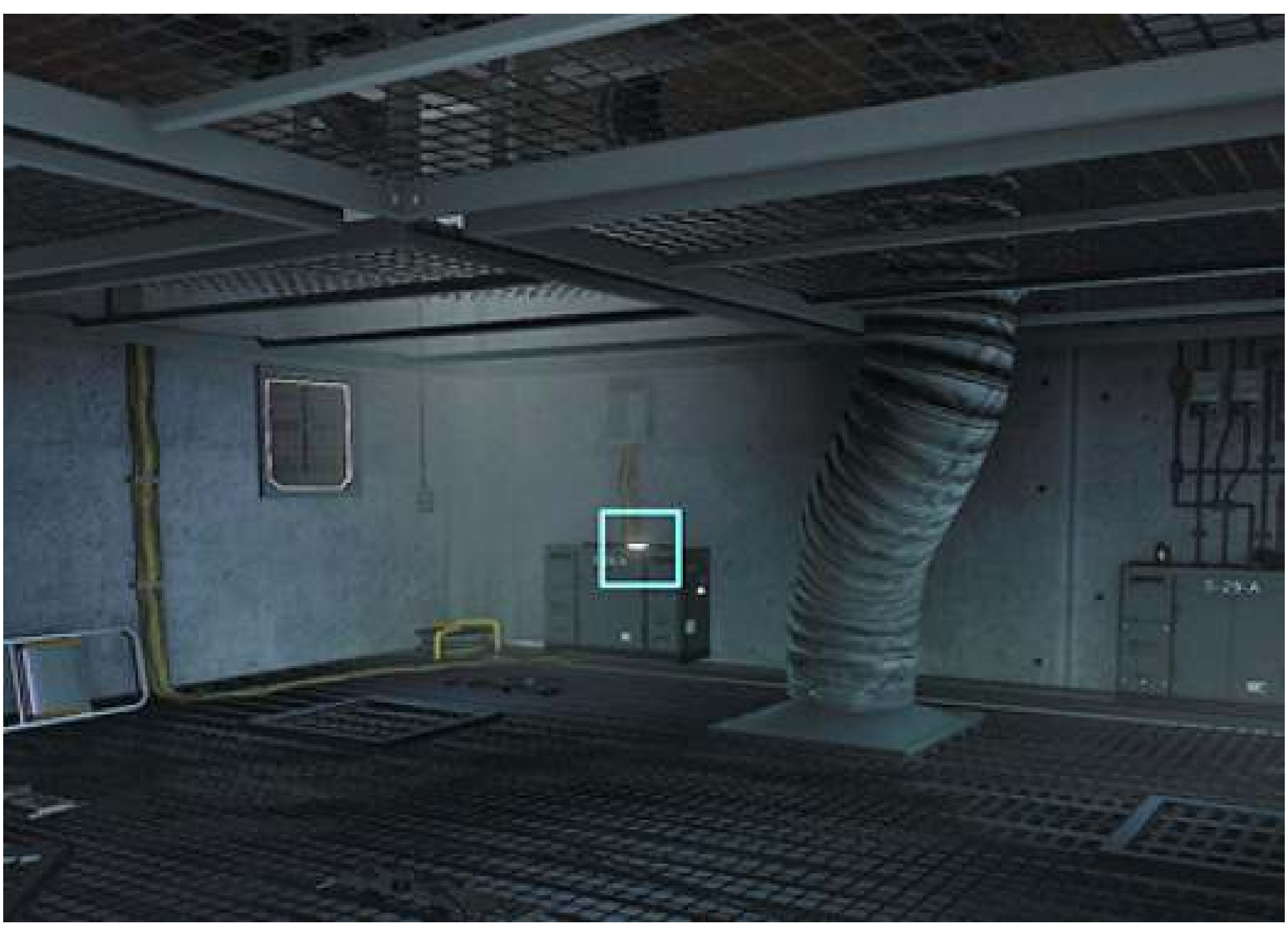
29: On a trolley near the center of that ice tunnel (close to the electrified tube's access panel).

HANGAR 2



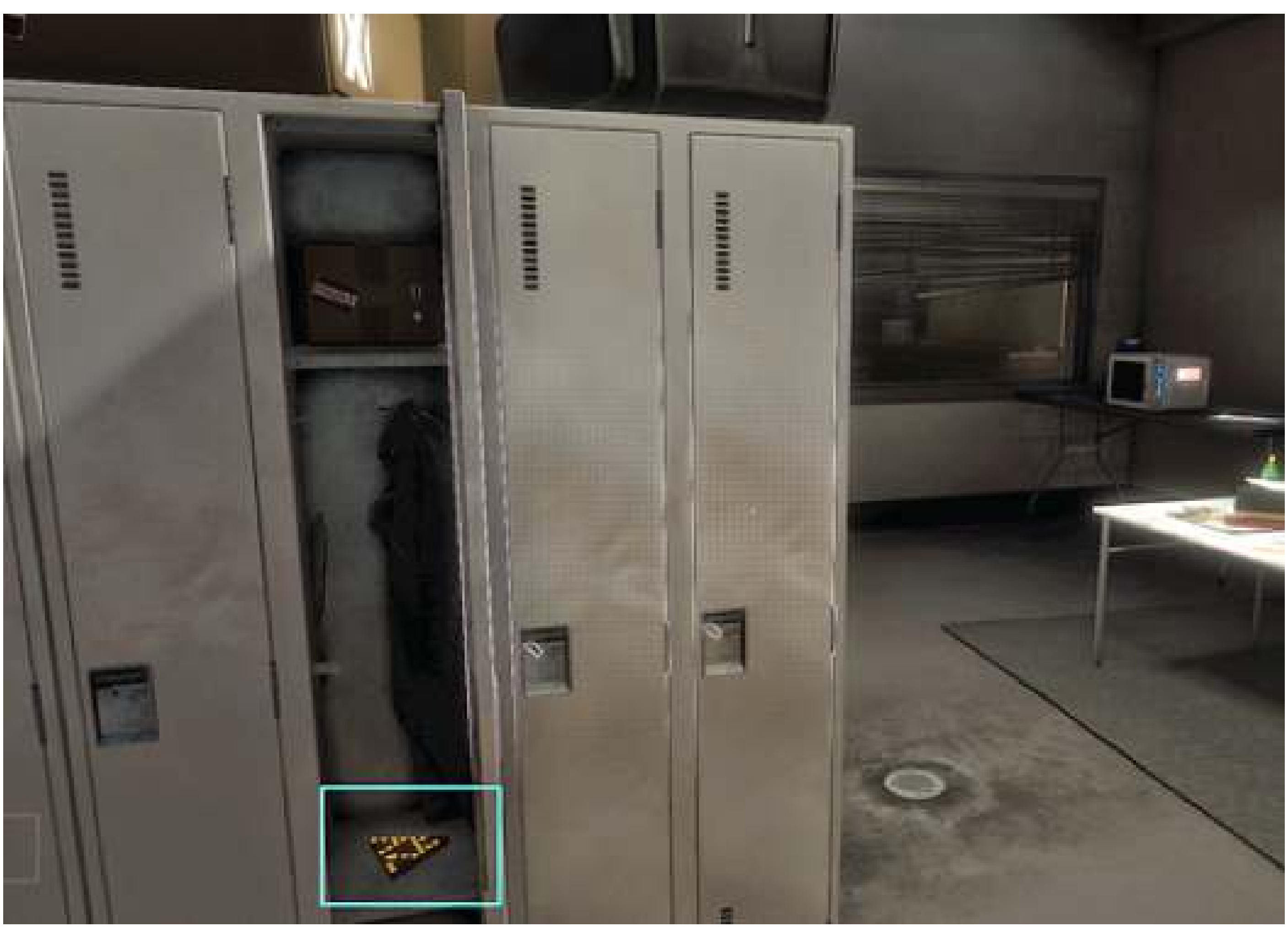
30: Inside the tent with the two box guards, on a trolley under one of them.

CENTRAL SECURITY OFFICE (C.S.O.)



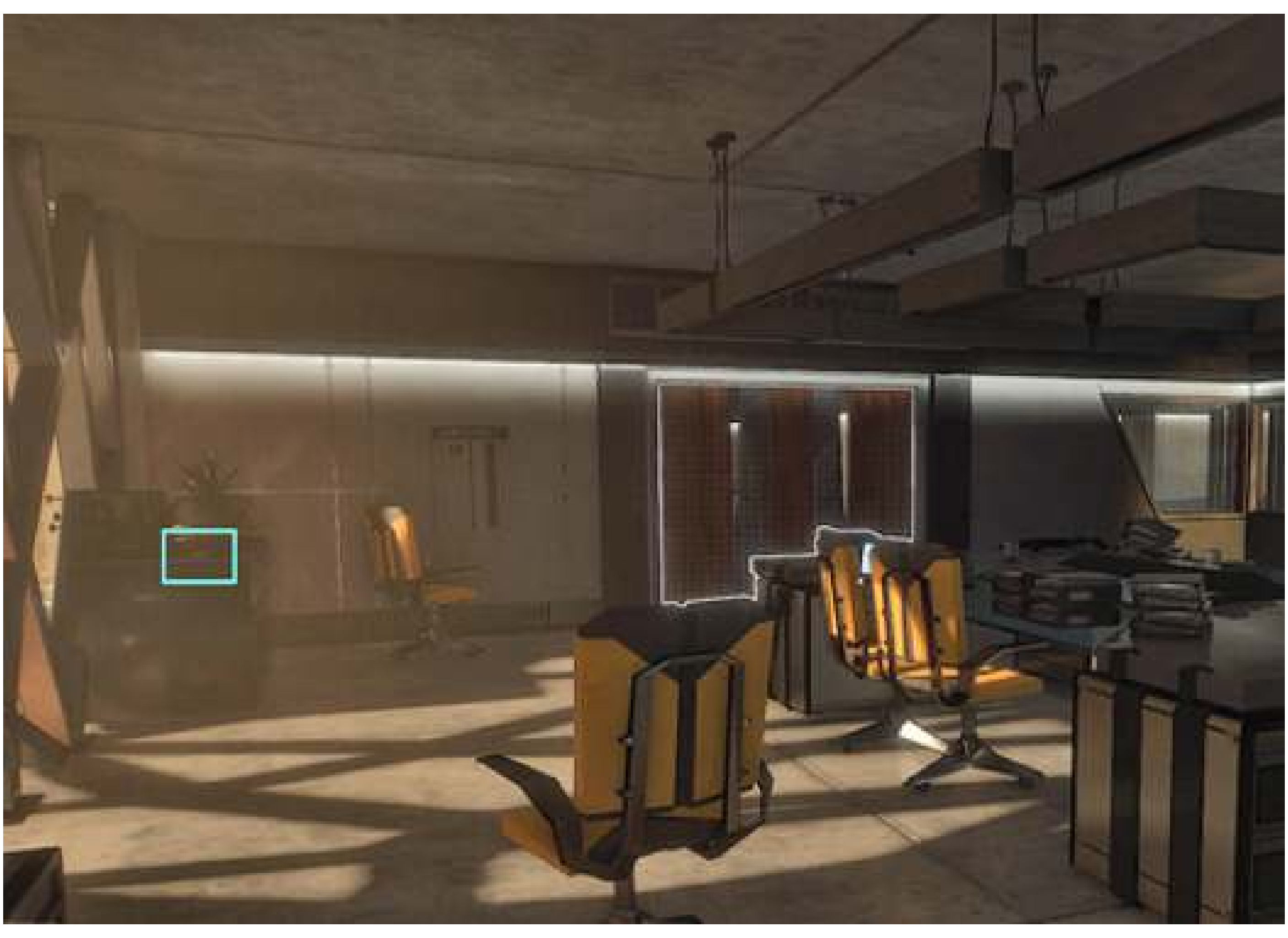
31: In the "between-ceiling" above Slater's office, on an electrical box.

RECEPTION HALL



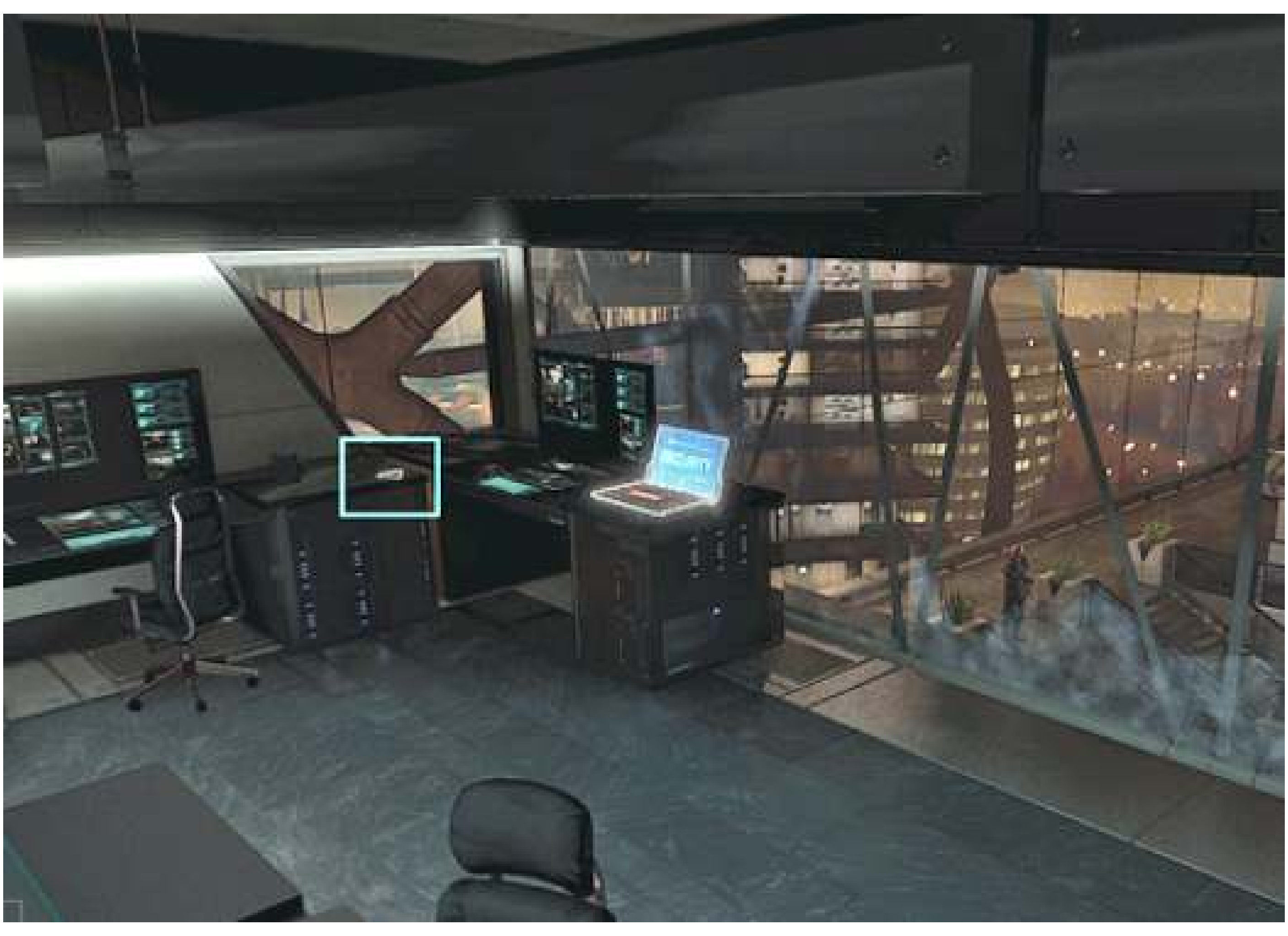
32: In one of the lockers of the employees' room, in the maintenance corridor leading to the gathering area (where Jim is).

MEETING ROOMS AREA



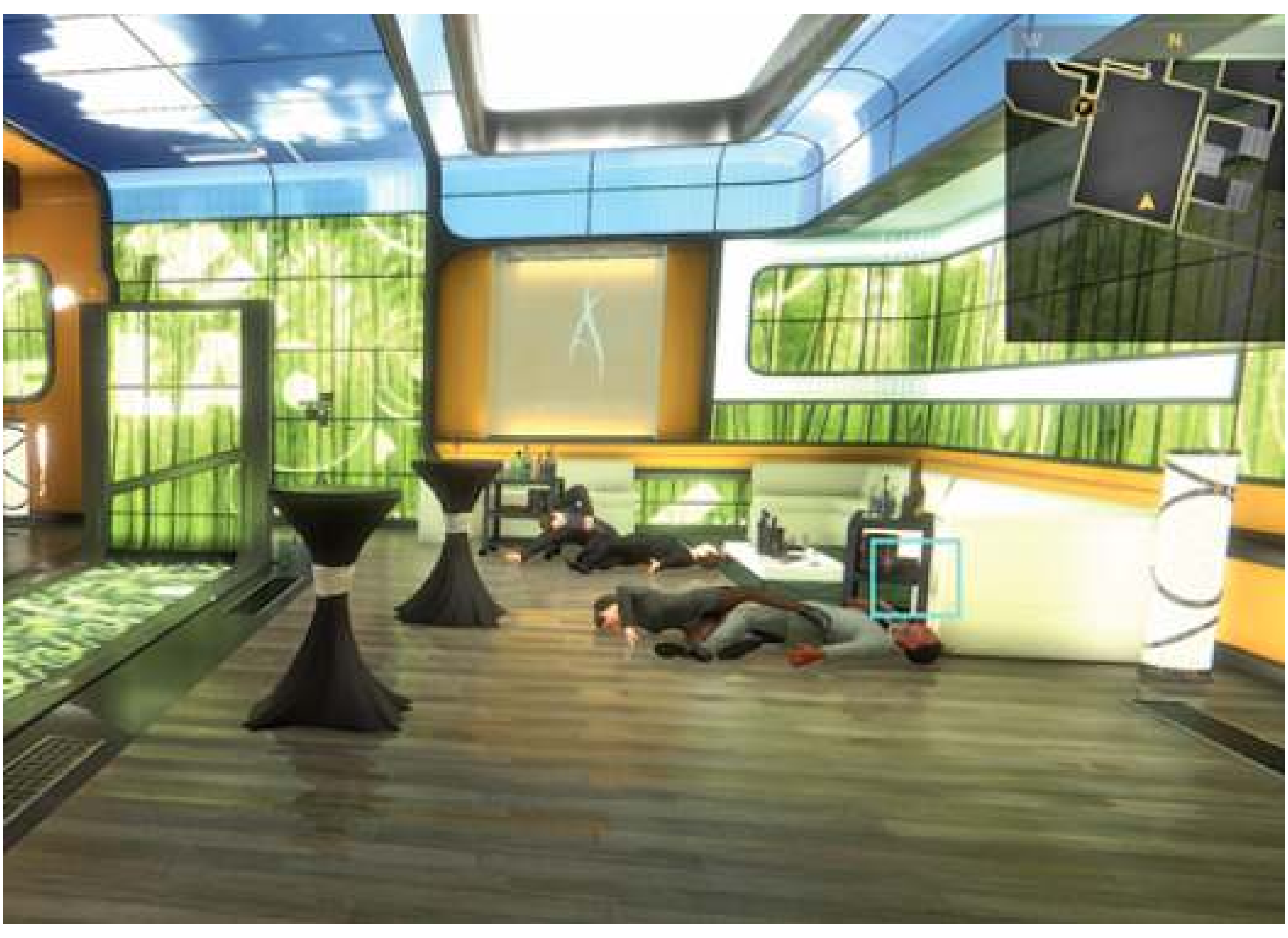
33: On a drawers in #C110 locked meeting room, on the 5th floor near the entrance to the Meeting Rooms area.

EXHIBITION HALL



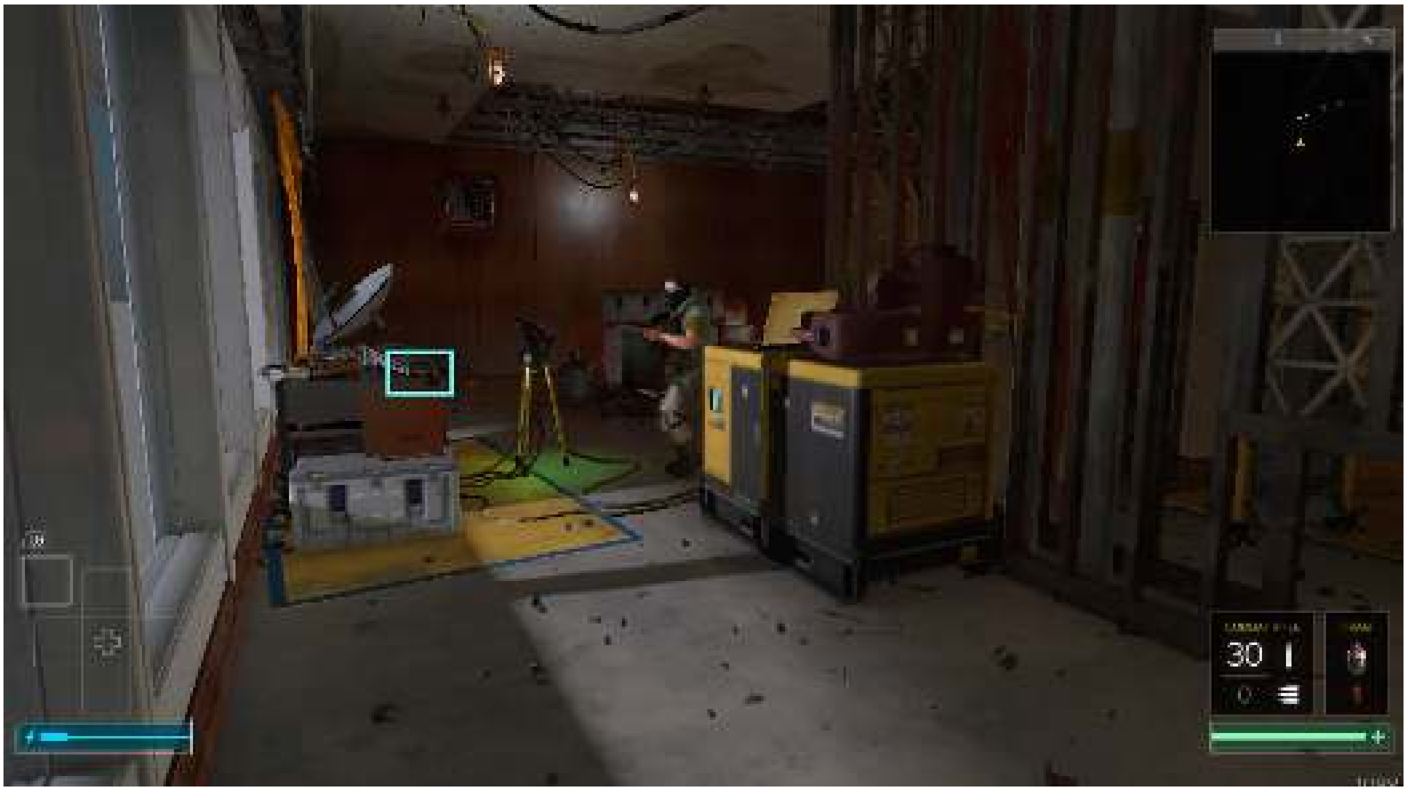
34: Near the Security Hub inside the security room on the second floor of the Exhibition Hall, where you fight Marchenko.

EXECUTIVE LOUNGE



35: In the V.I.P. room where Brown & his delegates are, on a service cart.

PENTHOUSES



EBOOK 1: TALES OF THE ARABIAN FRONT

Near the communication booster in the second penthouse.

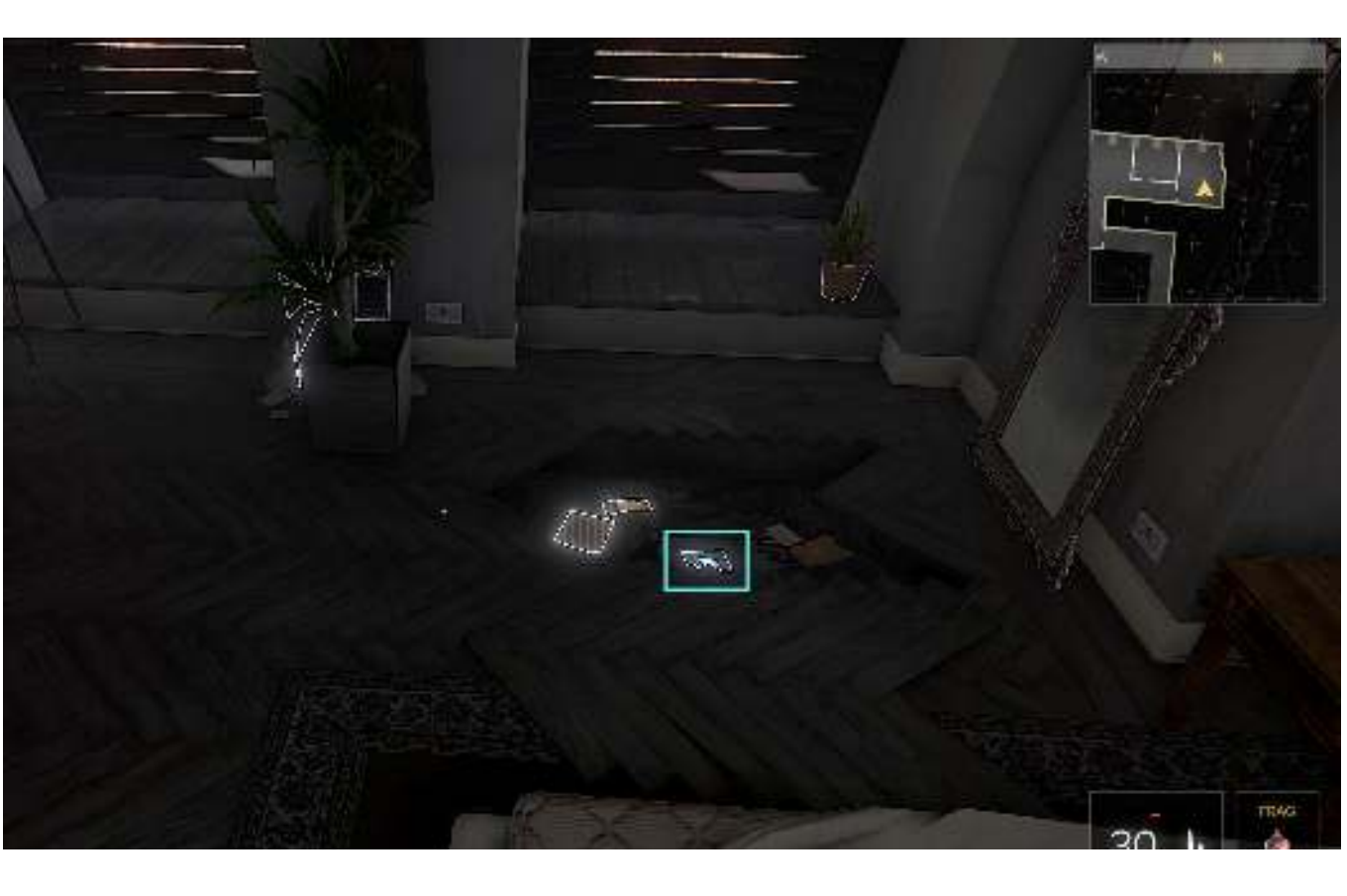
PRIMA GAMES

DEUS EX
MANKIND DIVIDED™

eBook Locations

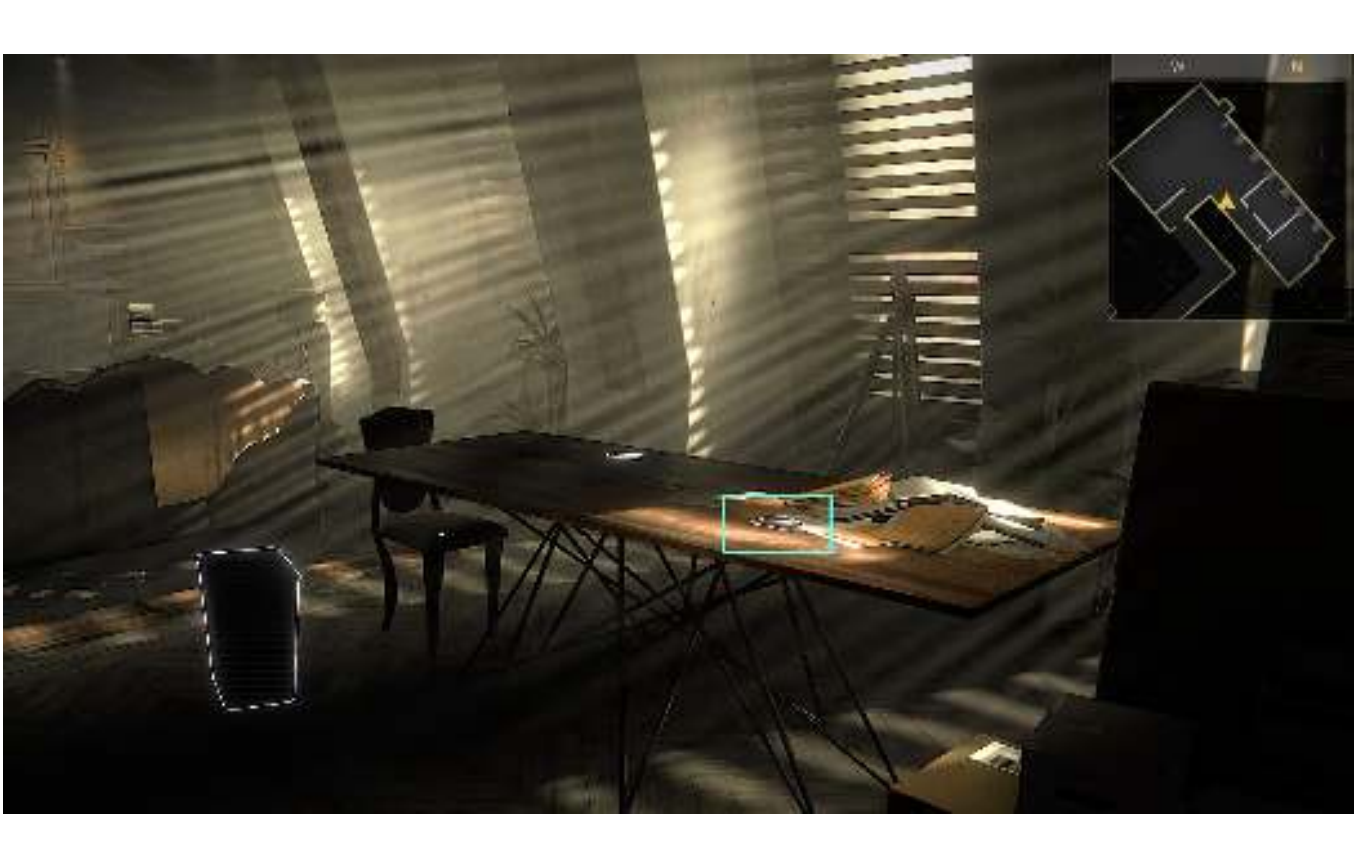
Prague - Poor District

SAFEHOUSE



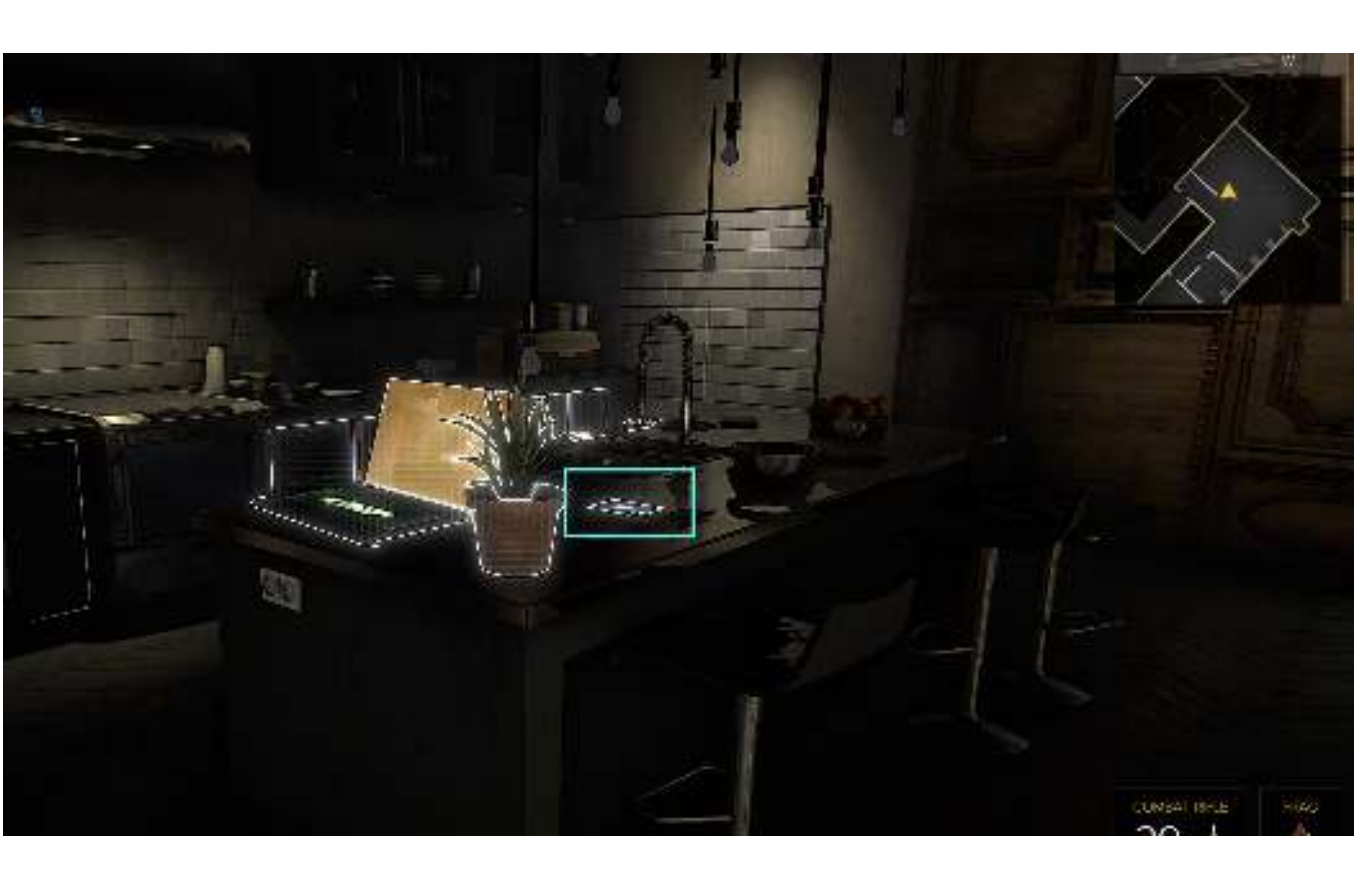
EBOOK 2: HOW NOT TO GET YOURSELF KILLED

Inside the hidden stash under a movable piece of the floor, beside Jensen's bed.



EBOOK 3: INTERPOL CASE FILE #679310: JUGGERNAUT COLLECTIVE

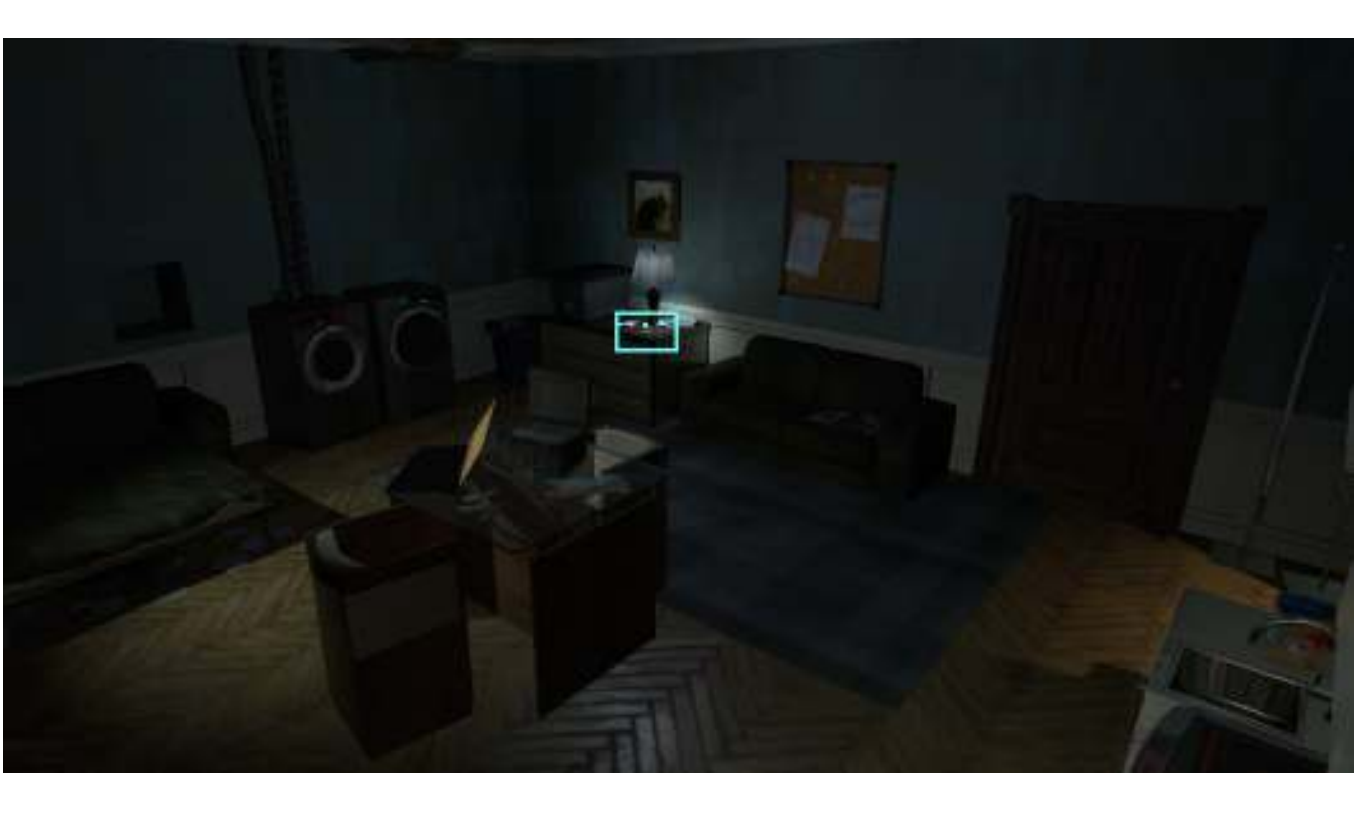
On the dining room table, under a stack of papers.



EBOOK 4: IN TERROR FIRMA

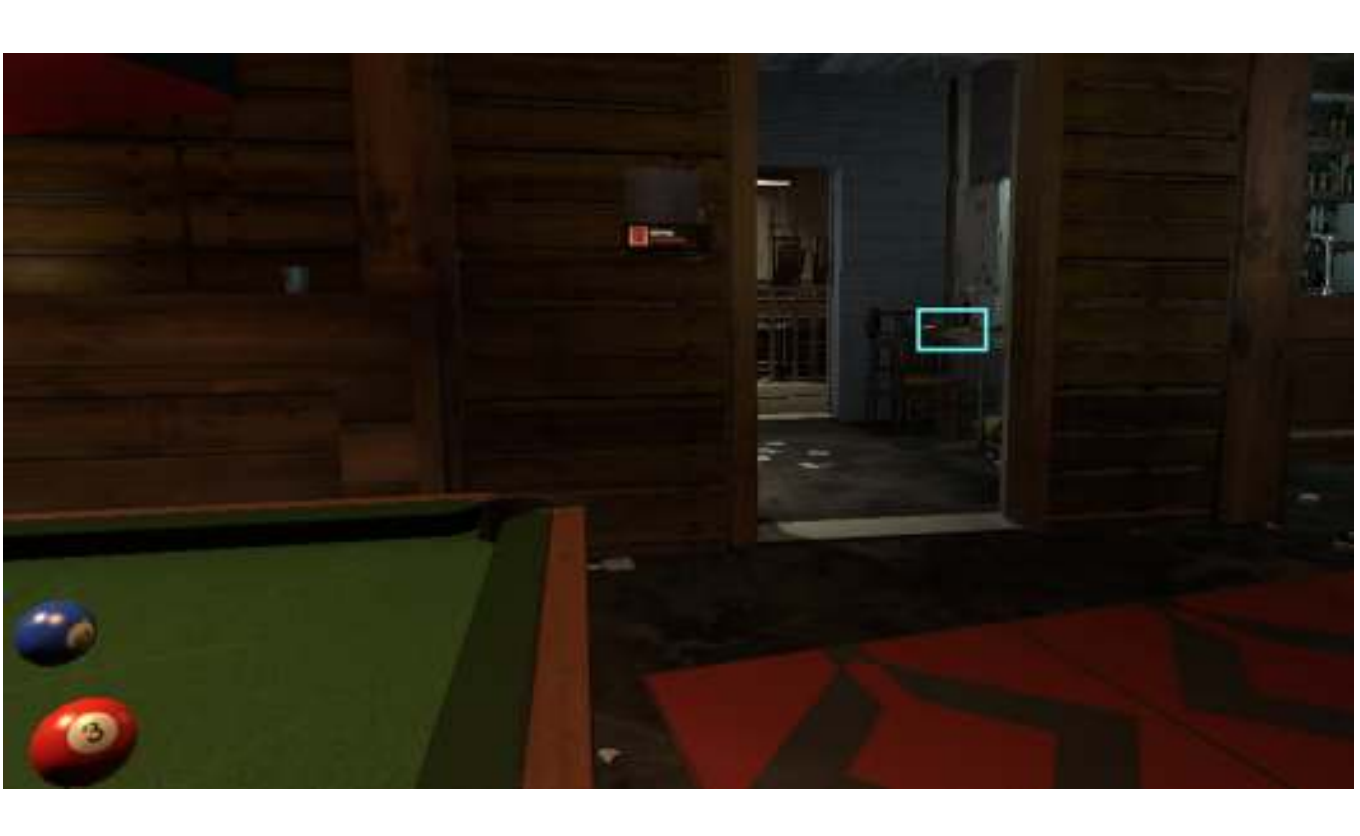
On the kitchen table, near the computer.

POOR STREETS & APARTMENT COMPLEX



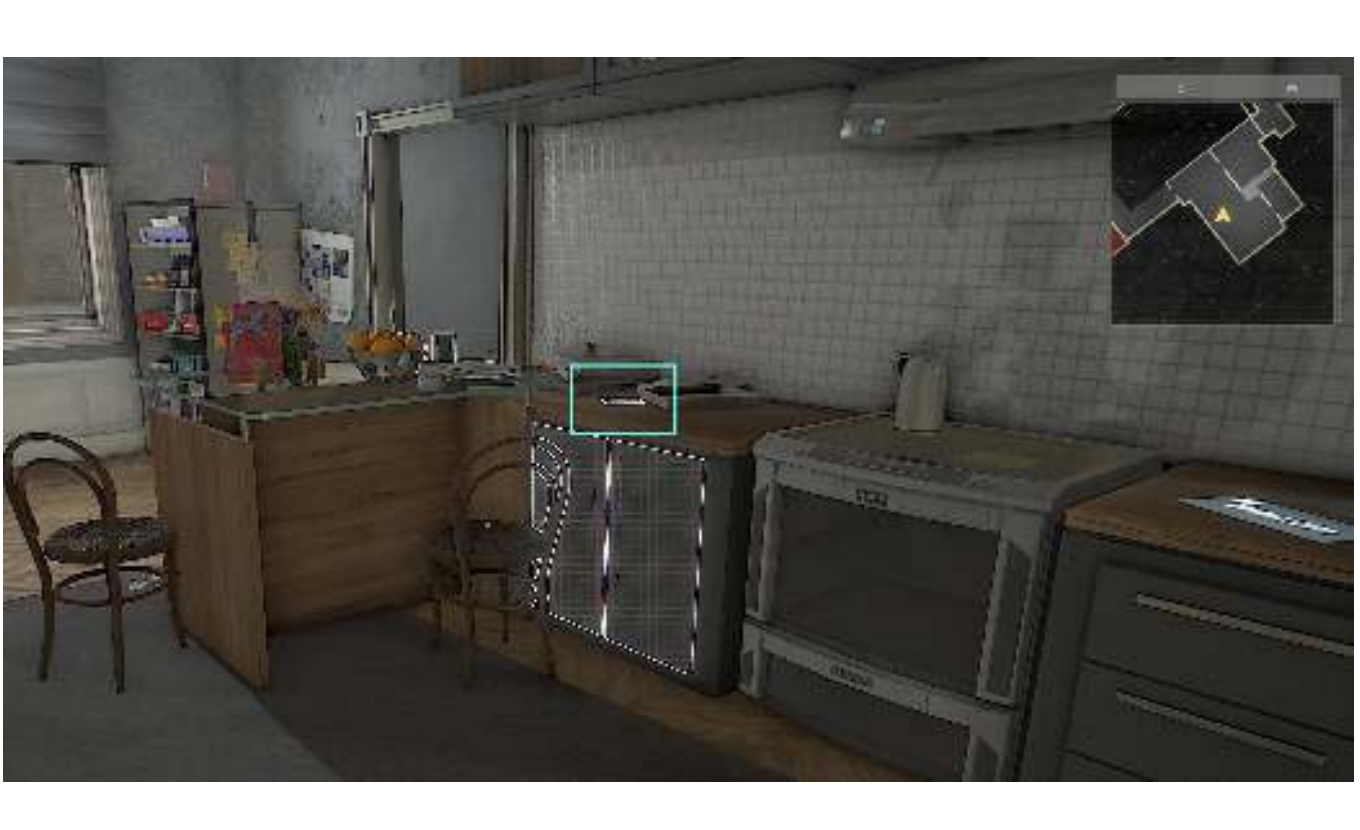
EBOOK 5: GLOBAL POLITICS REVIEW [2029 EDITION] (CHAPTER 5: AMERICA FALLS)

Inside the Santeau Representative's apartment, facing the plaza and its fountain.



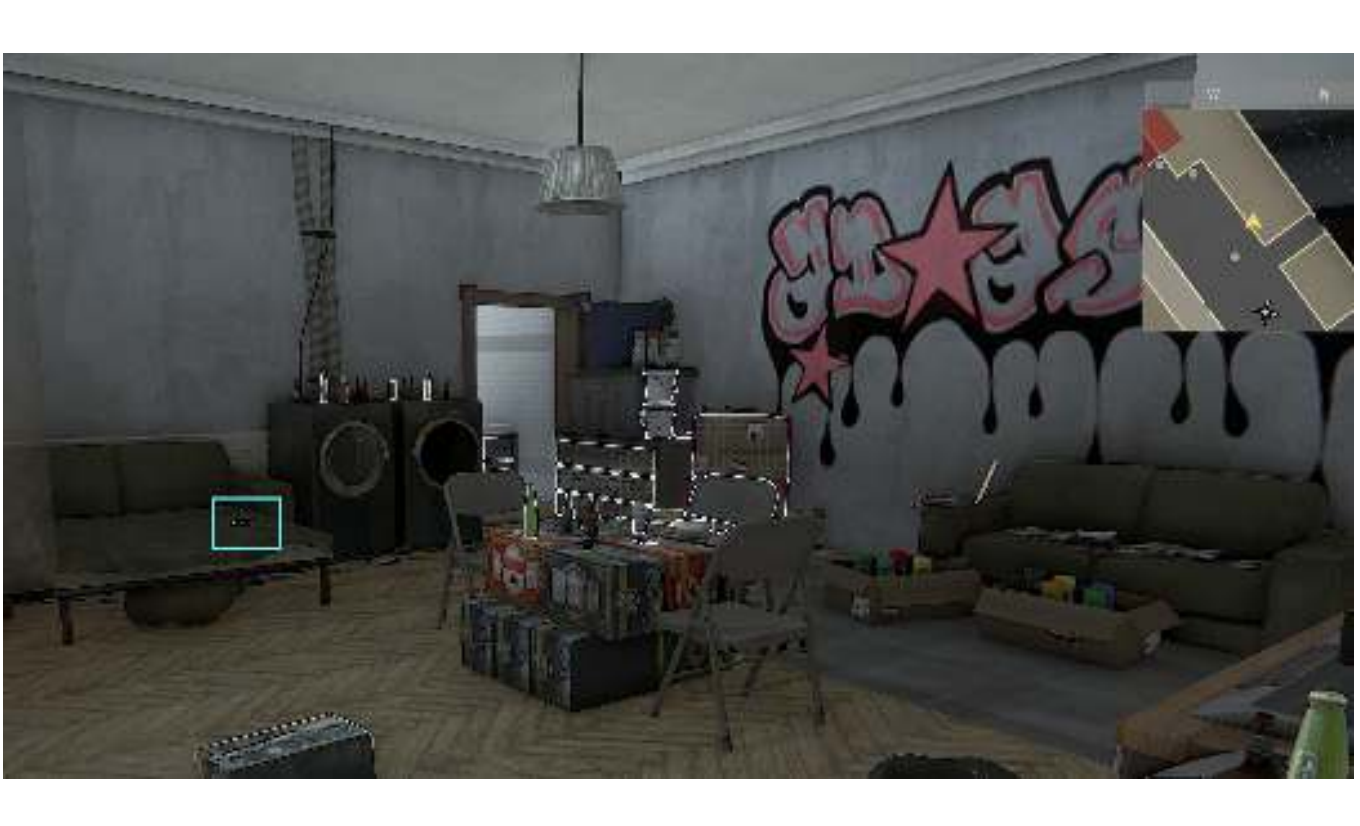
EBOOK 6: THE NEXT THREE DECADES (FALL OF AMERICA)

In the locked room of the Pool Pub's basement, where a hidden door can be opened to access some particular loot.



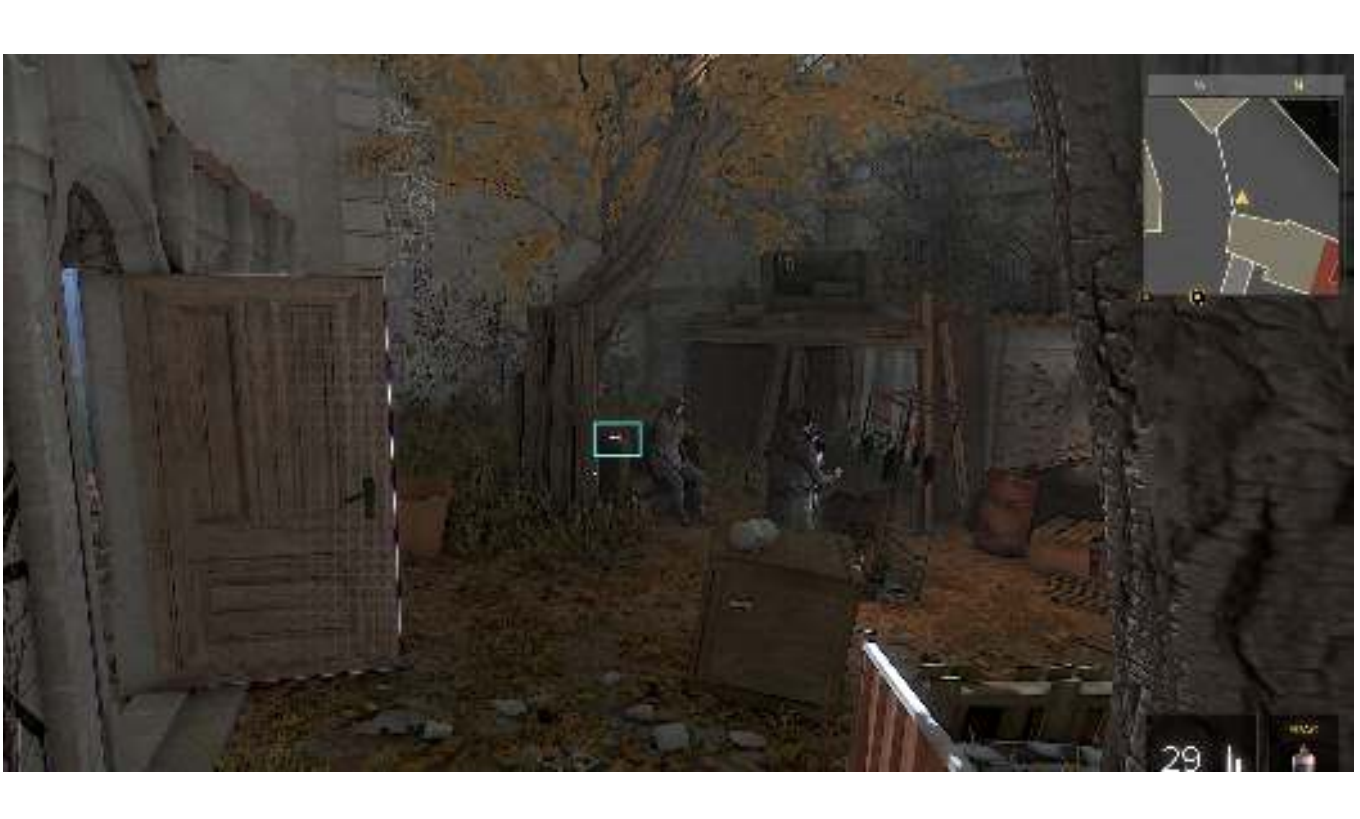
EBOOK 7: AN APPEAL TO BASIC HUMANITY

On the counter of the only apartment accessible under Jensen's own safehouse.



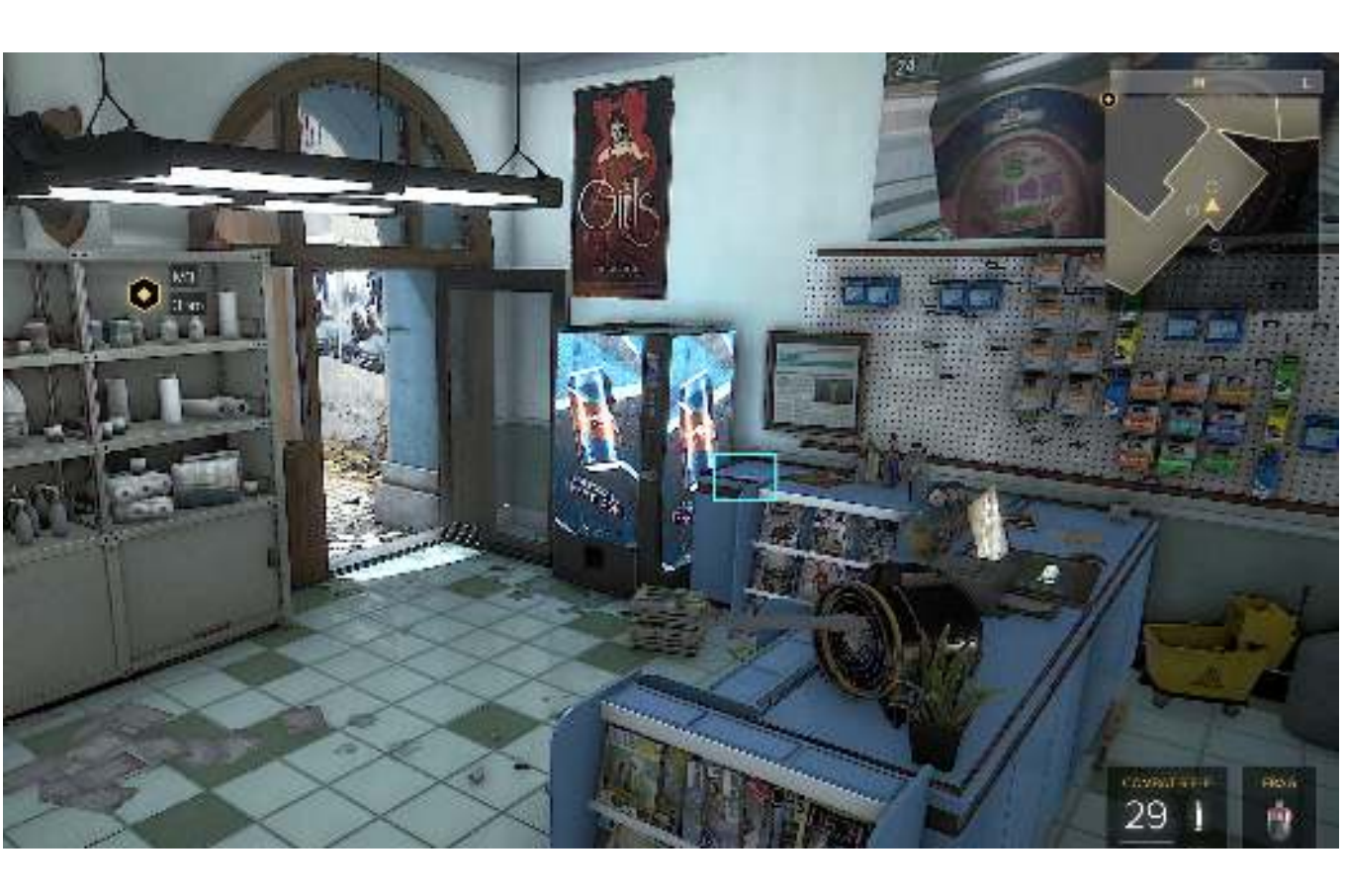
EBOOK 8: PER ASPERA AD ASTRA

Inside a radical group's apartment "AD ASTRA," near the "Konicky & Hracky Toys Manufacturer."



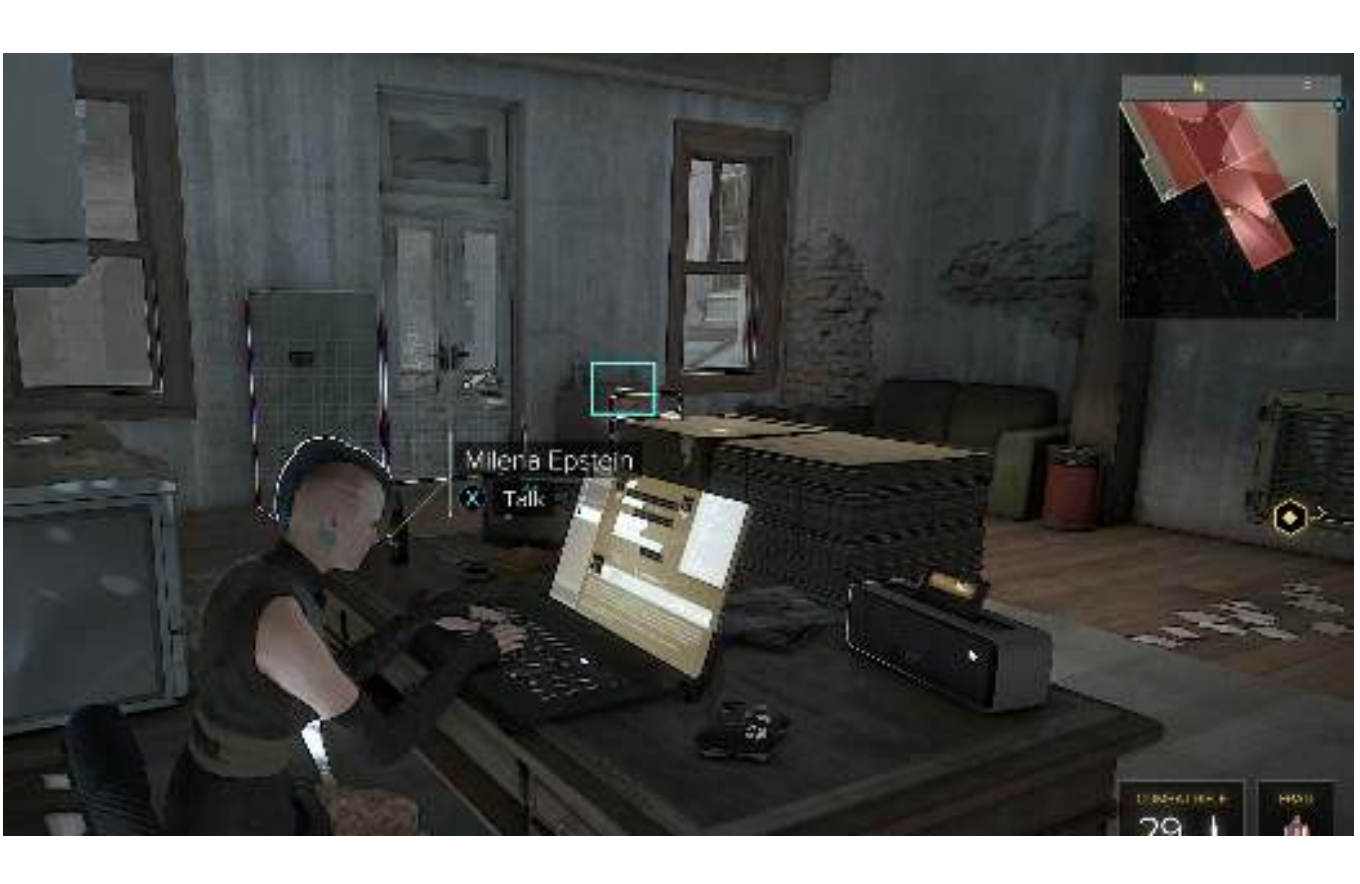
EBOOK 9: THE JUGGERNAUT COLLECTIVE

On an old couch's arm, inside a courtyard where a few homeless people are living.



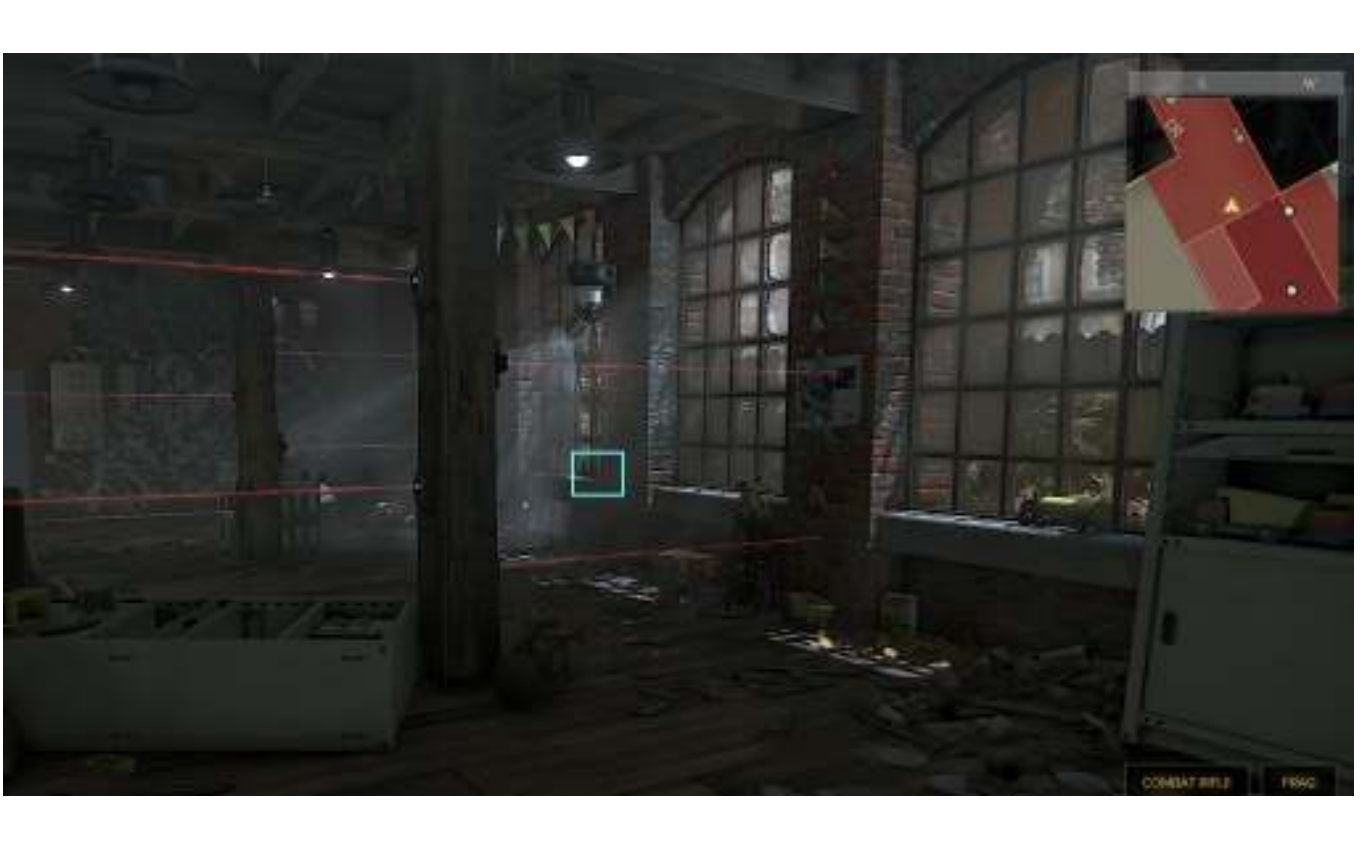
EBOOK 10: GLOBAL POLITICS REVIEW [2029 EDITION] (AFRICA)

On a counter inside the small mini-market shop, behind the main entrance to the district's subway station.



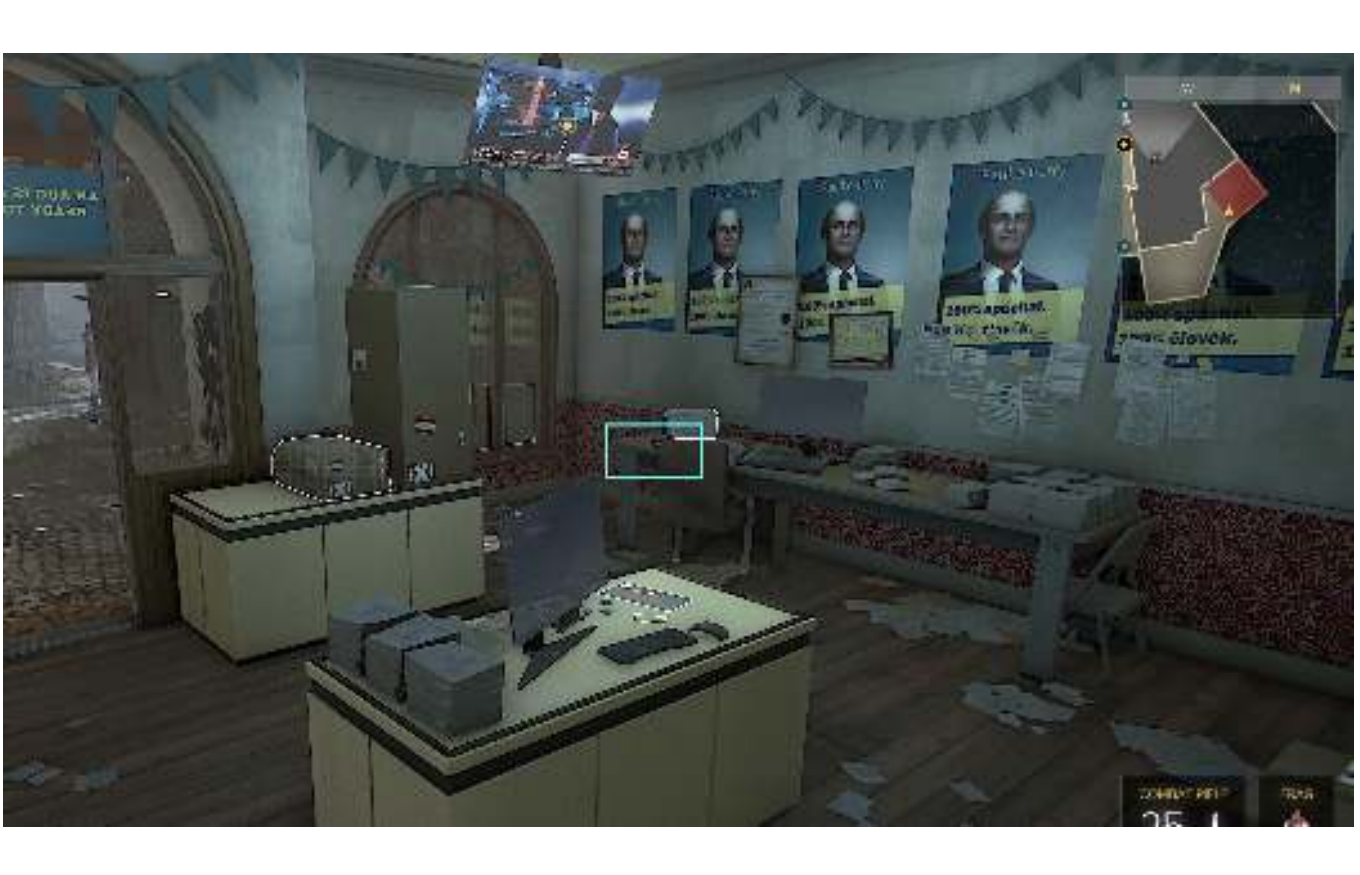
EBOOK 11: A CITY DESIGNED FOR YOU!

Inside the Forger's room, deep in the secured "Konicky & Hracky Toys Manufacturer."



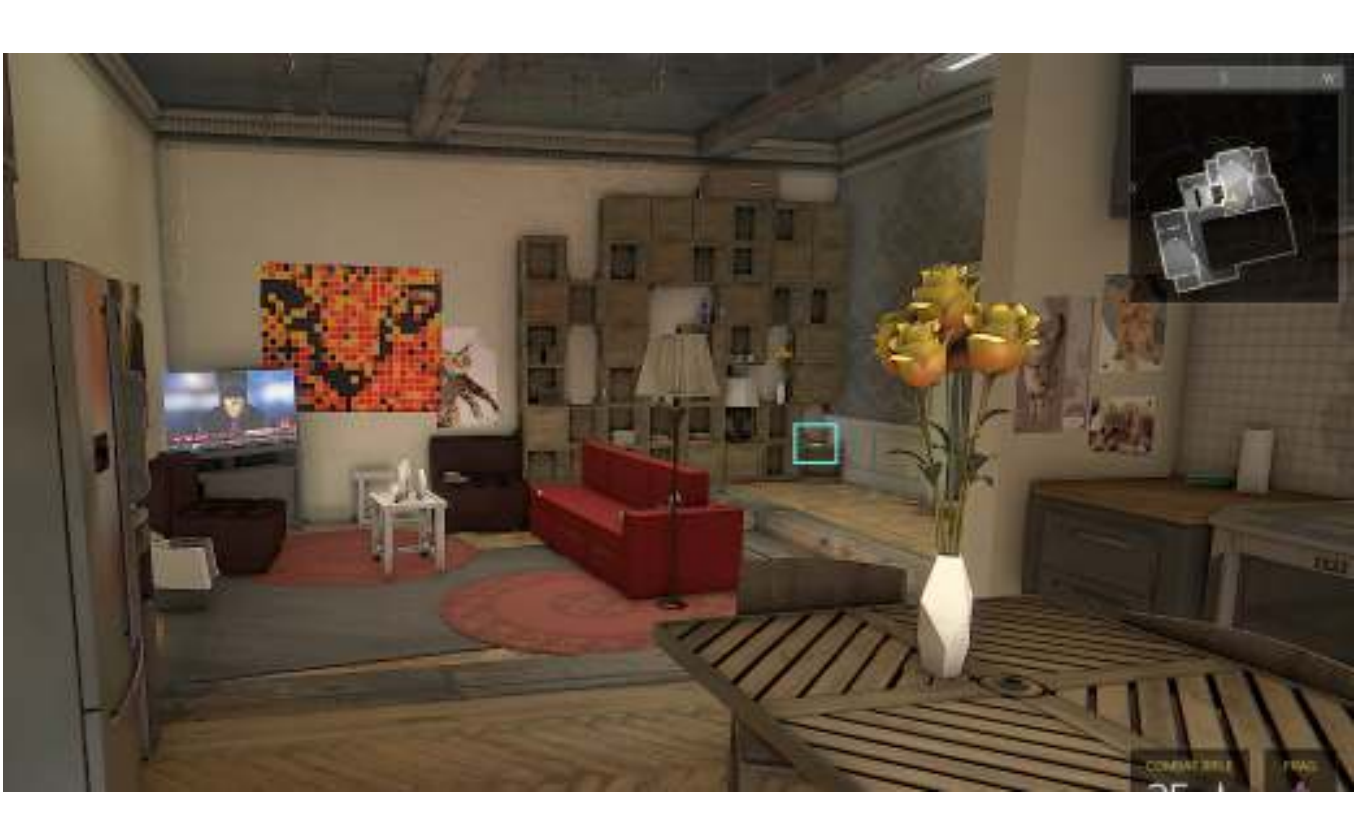
EBOOK 12: TOYS THAT KILL

Inside "Konicky & Hracky Toys Manufacturer" in a room highly secured by lasers, on a ledge by large windows.



EBOOK 13: RADKO PERRY BURSTS ONTO LOCAL POLITICAL SCENE

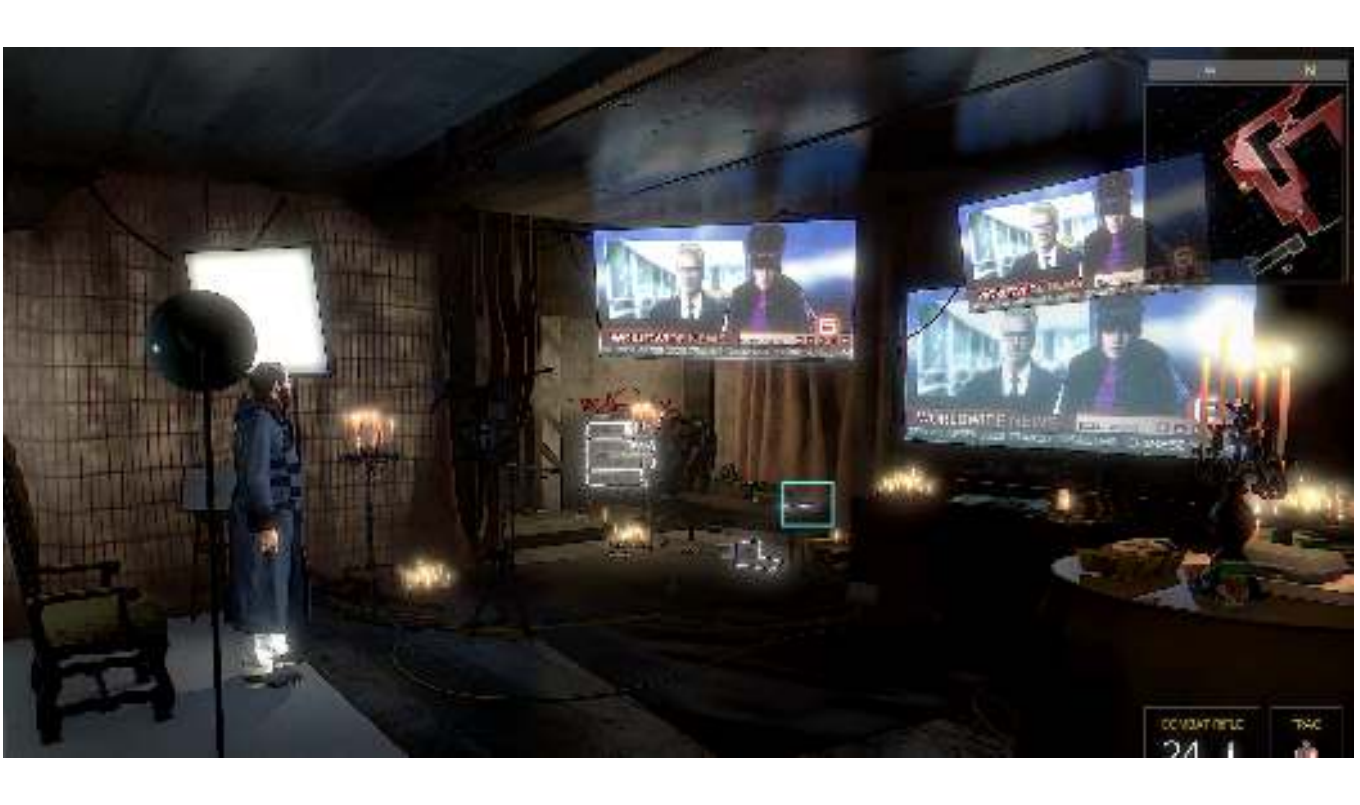
Inside Radko Perry's campaign office, on a table near the front window.



EBOOK 14: IN THE FOOTSTEPS OF THE HARVESTER

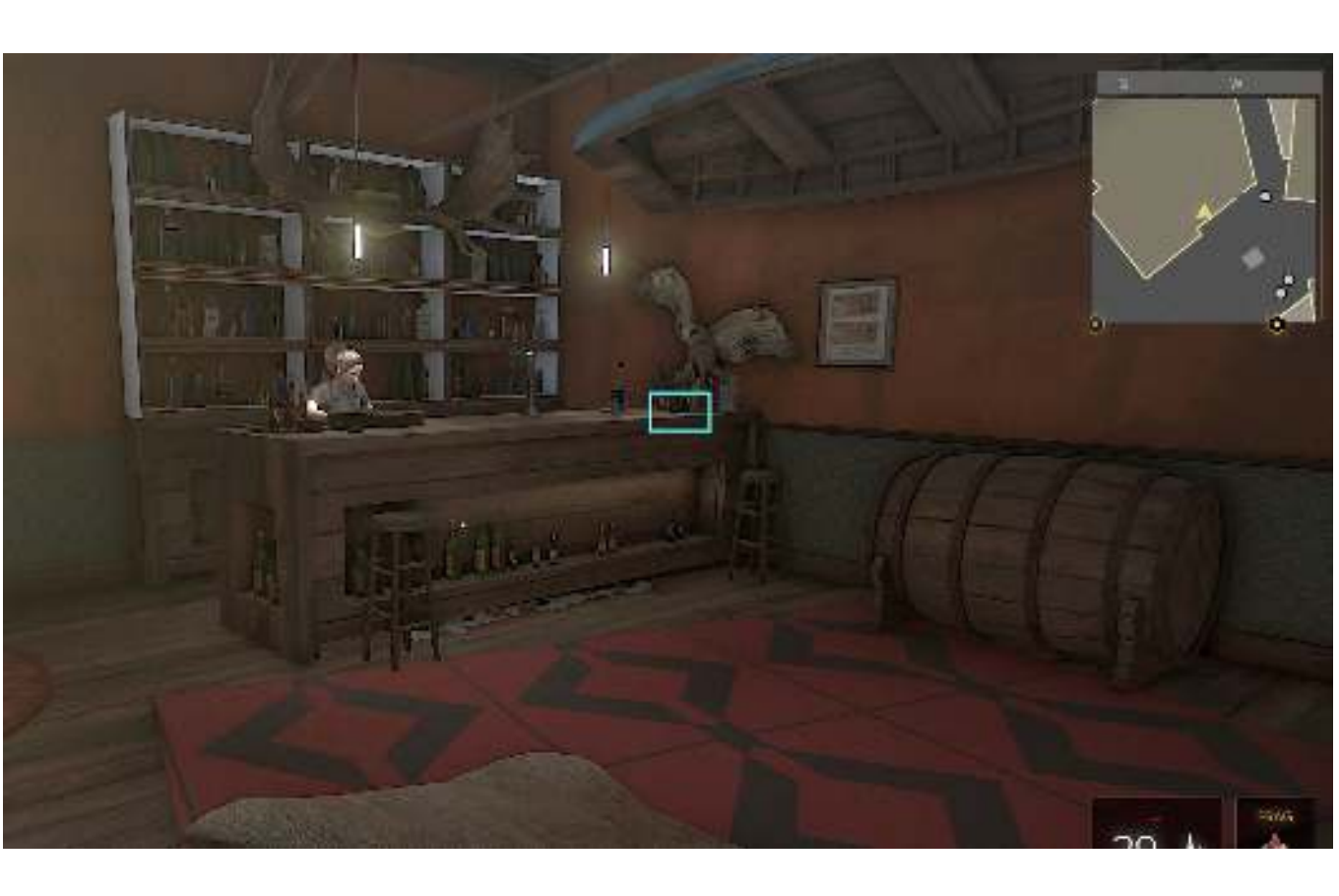
Inside Daria's apartment, the one on the 3rd Floor of the district's apartments complex.

> **NOTE**
>
> NOTE: This eBook appears only during your third visit to Prague, and only if you have activated the Last Harvest side mission.



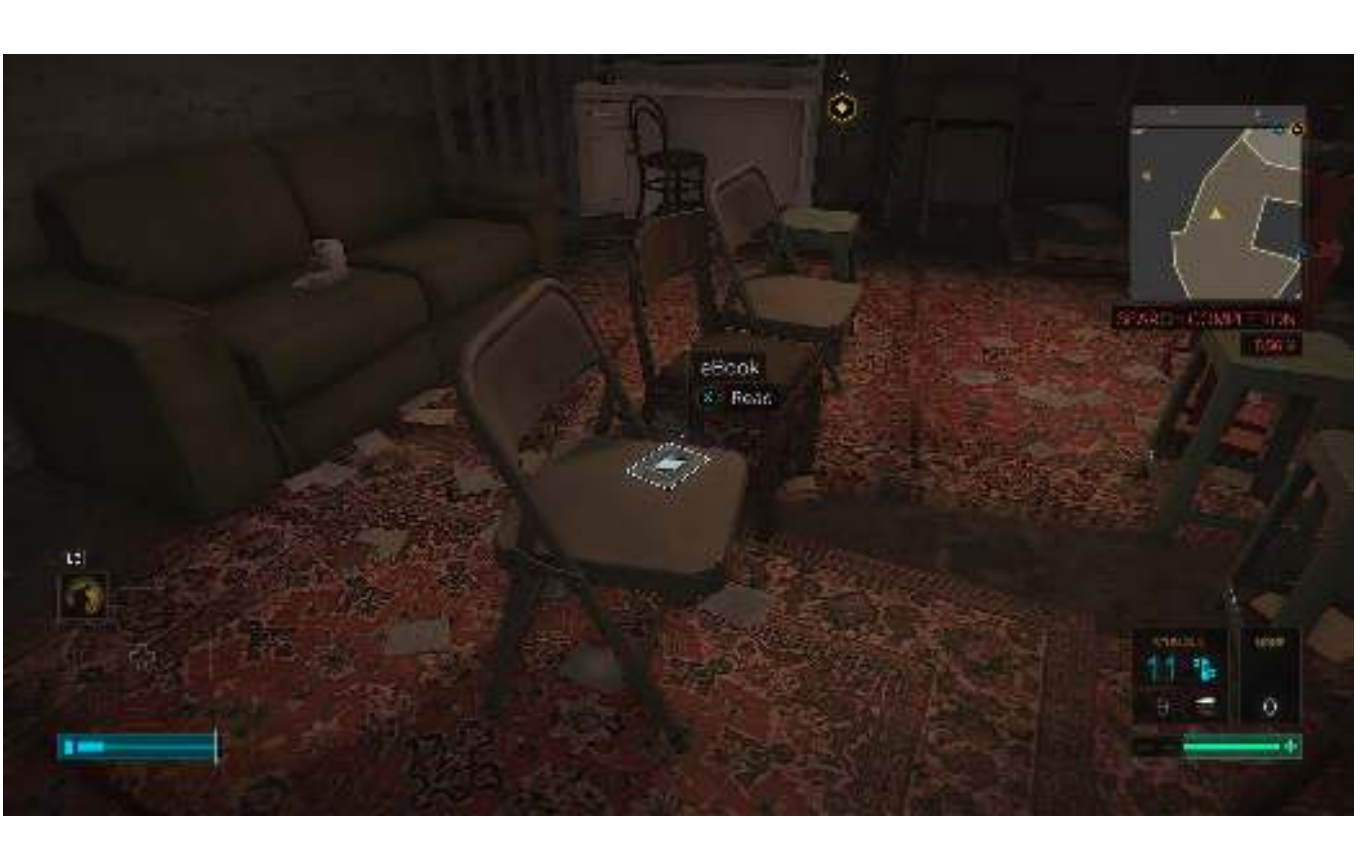
EBOOK 15: TOP 10 TECH... ABANDONED TECHNOLOGIES

Inside the locked Cult Leader's recording room, on a couch.



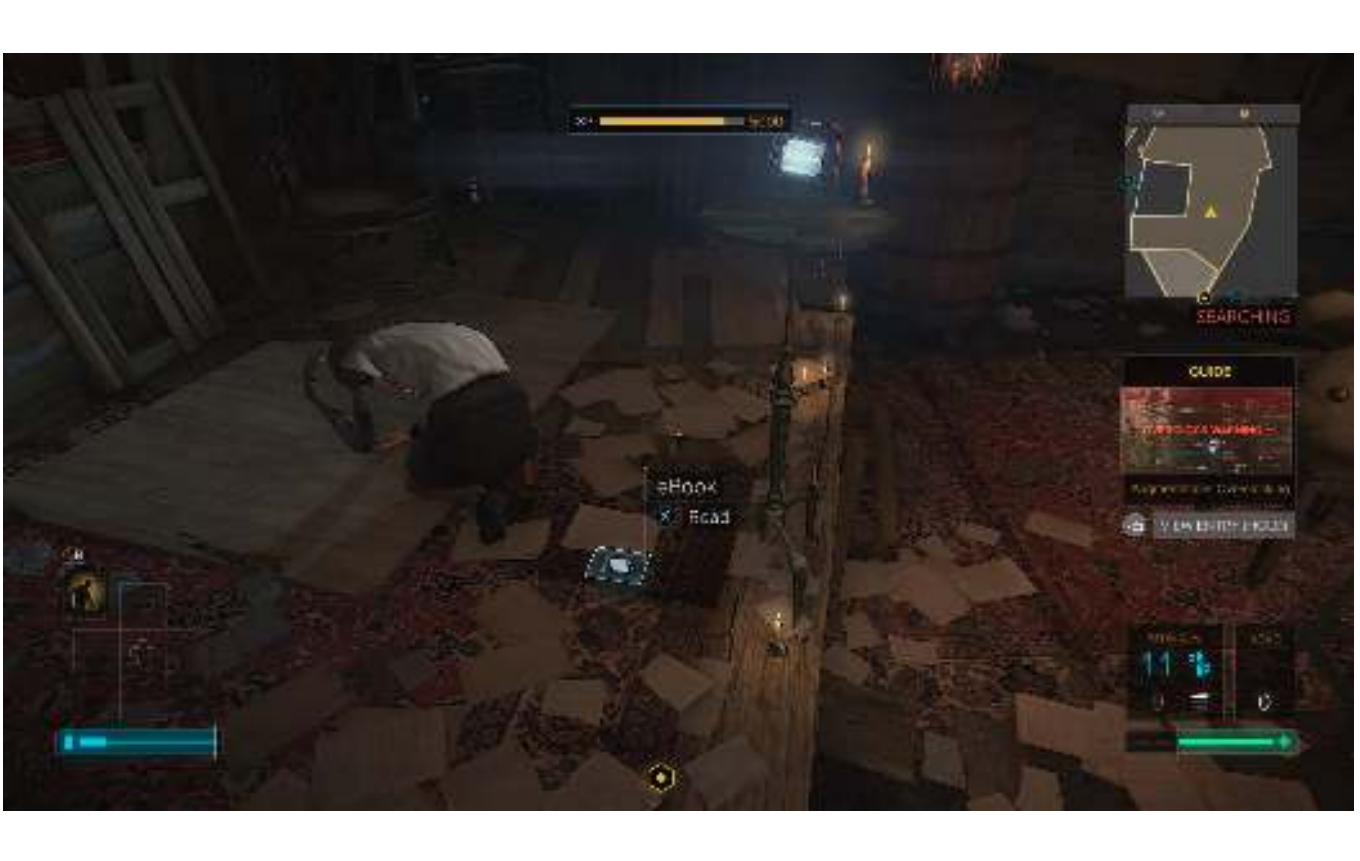
EBOOK 16: NEW REGULATIONS FOR AUGMENTED CITIZENS

On the counter of the Pool Pub shop, near the district's apartments complex where Jensen's safehouse is located.



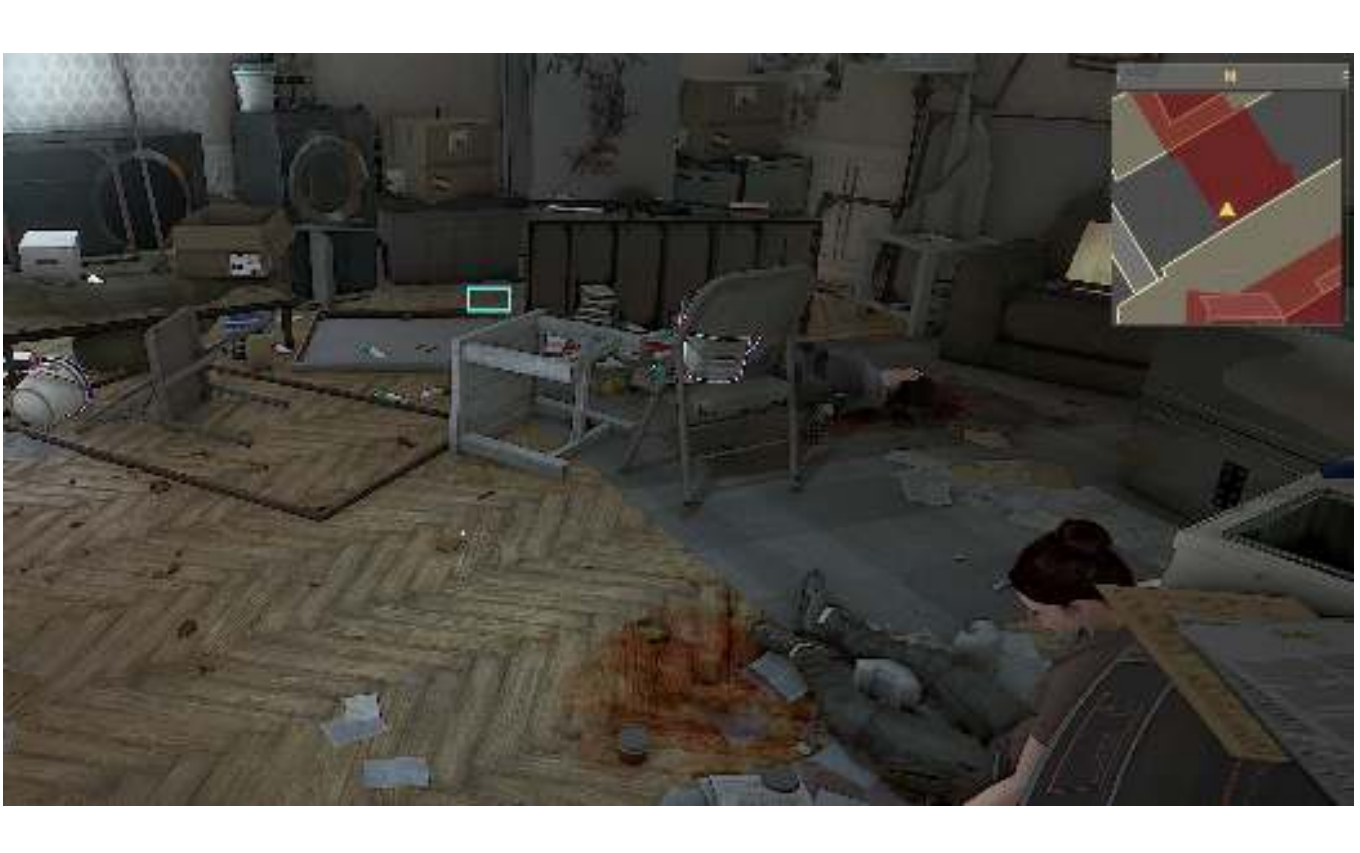
EBOOK 17: R.U.R. (ROSSUM'S UNIVERSAL ROBOTS)

In the makeshift theater basement of the Art Gallery shop, on a chair in front of the stage.



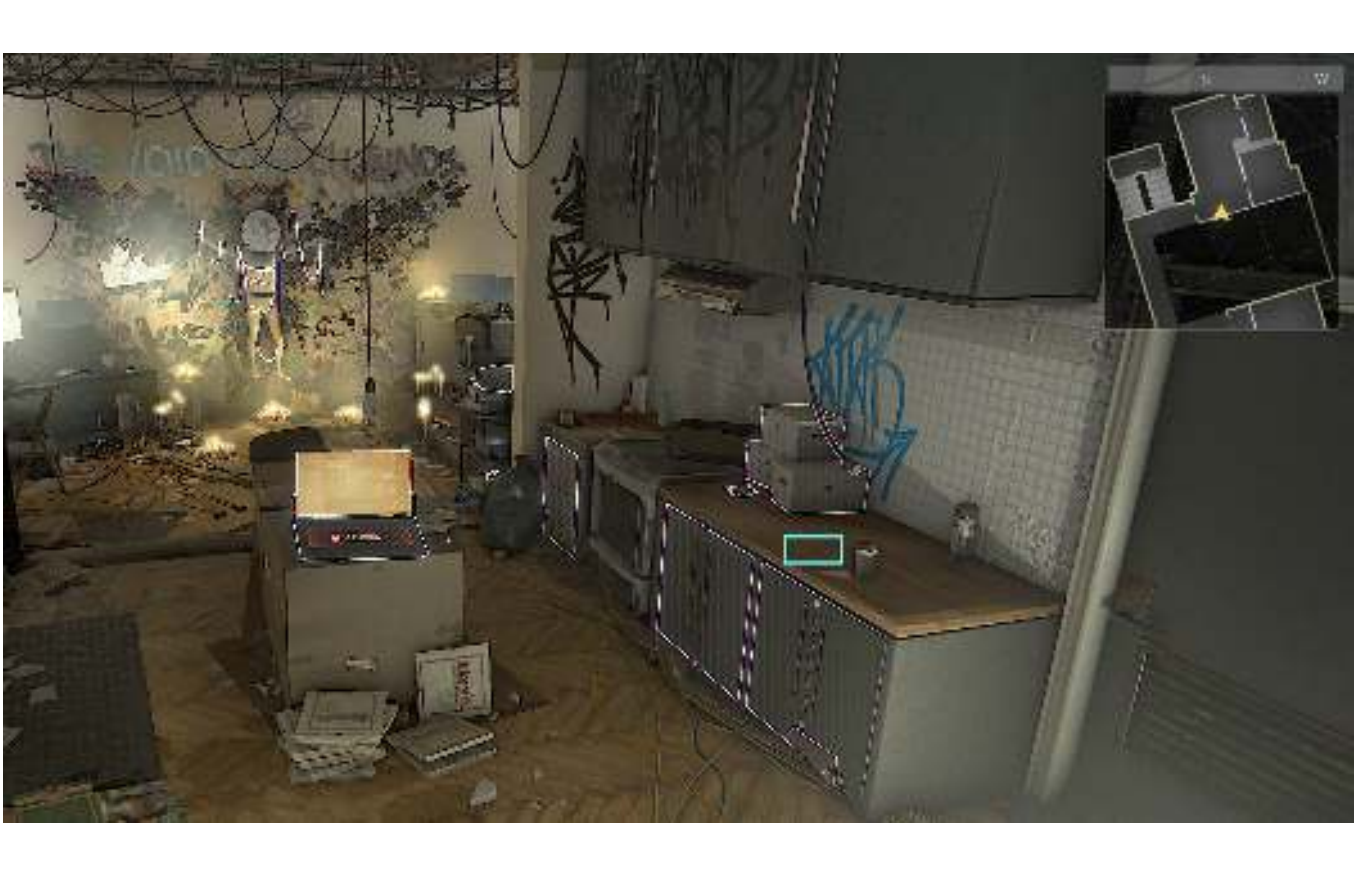
EBOOK 18: R.U.R. (ACT III OF KAREL CAPEK'S PLAY CONTINUED...)

Near all of the papers placed on the edge of the stage, in the makeshift theater basement of the Art Gallery shop.



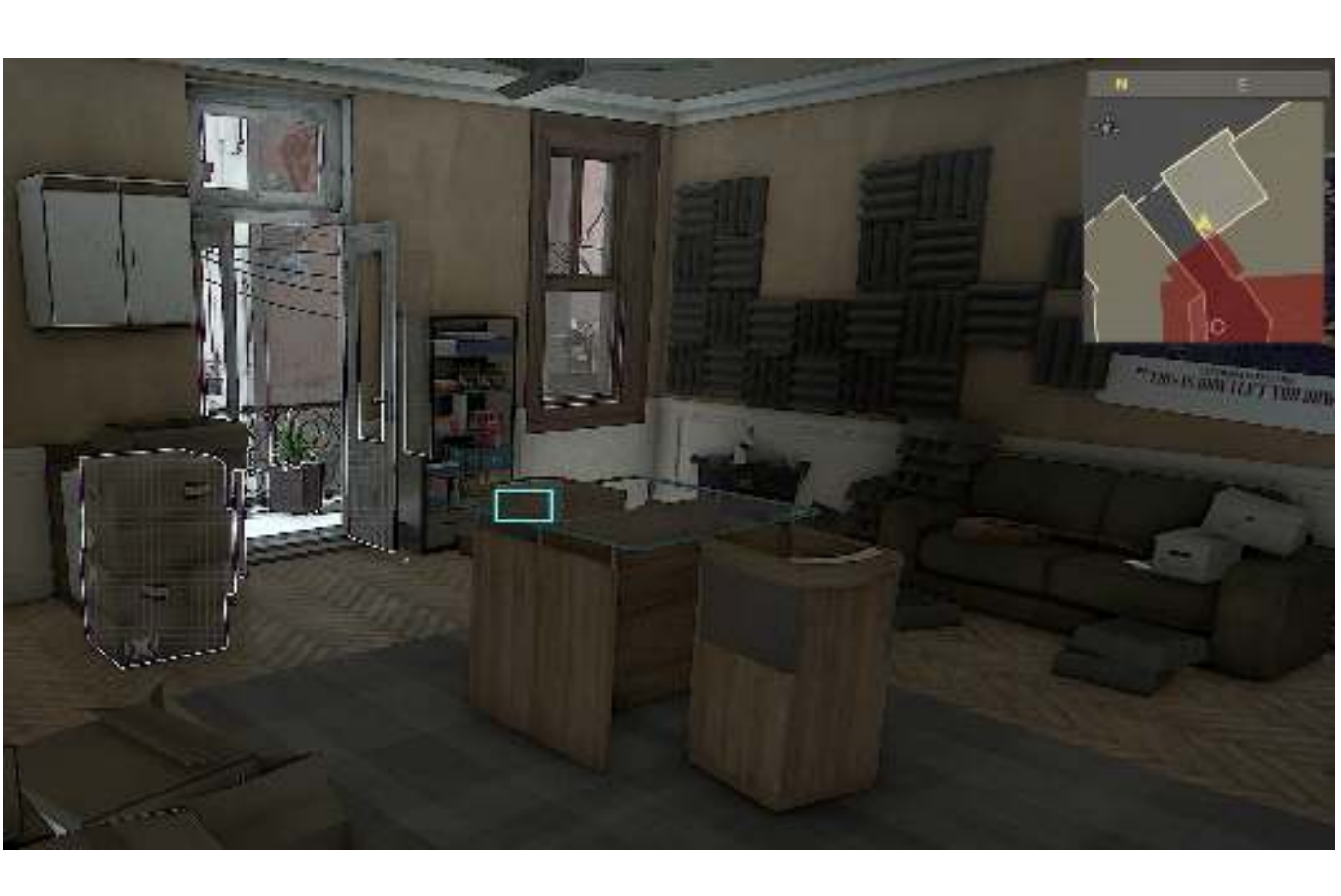
EBOOK 19: CONTEMPORARY ART REVIEW

Inside the apartment of the dead Volins siblings, which is above the "fake" police checkpoints.



EBOOK 20: THE MACHINEGOD

Inside Josef's apartment, the engineer who created the "ascension" machine for Allison Stanek's Church of Machine God, on a counter in the kitchen area.

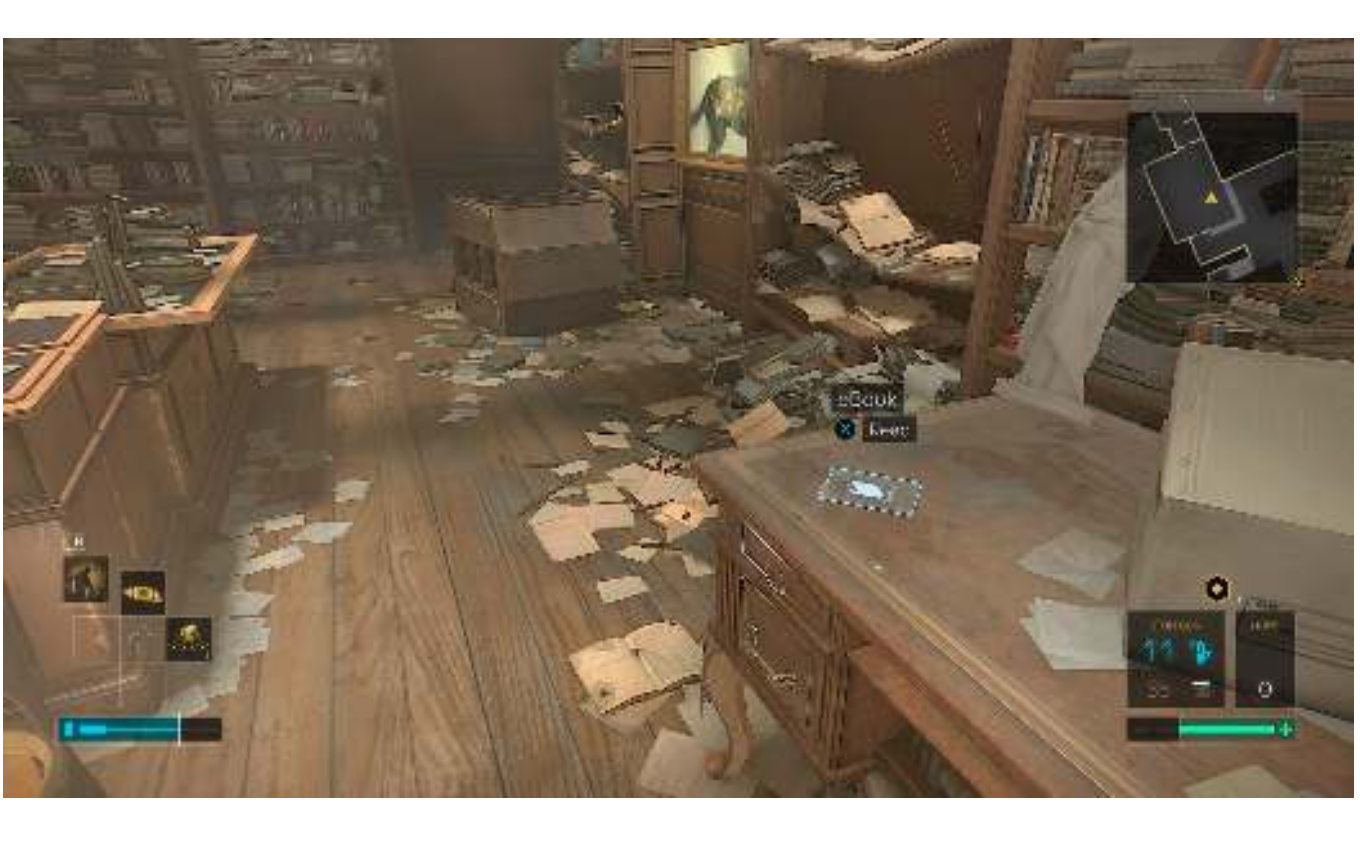


EBOOK 21: CHURCH OF THE MACHINEGOD

On a dining table inside a single apartment beside the bombed building.

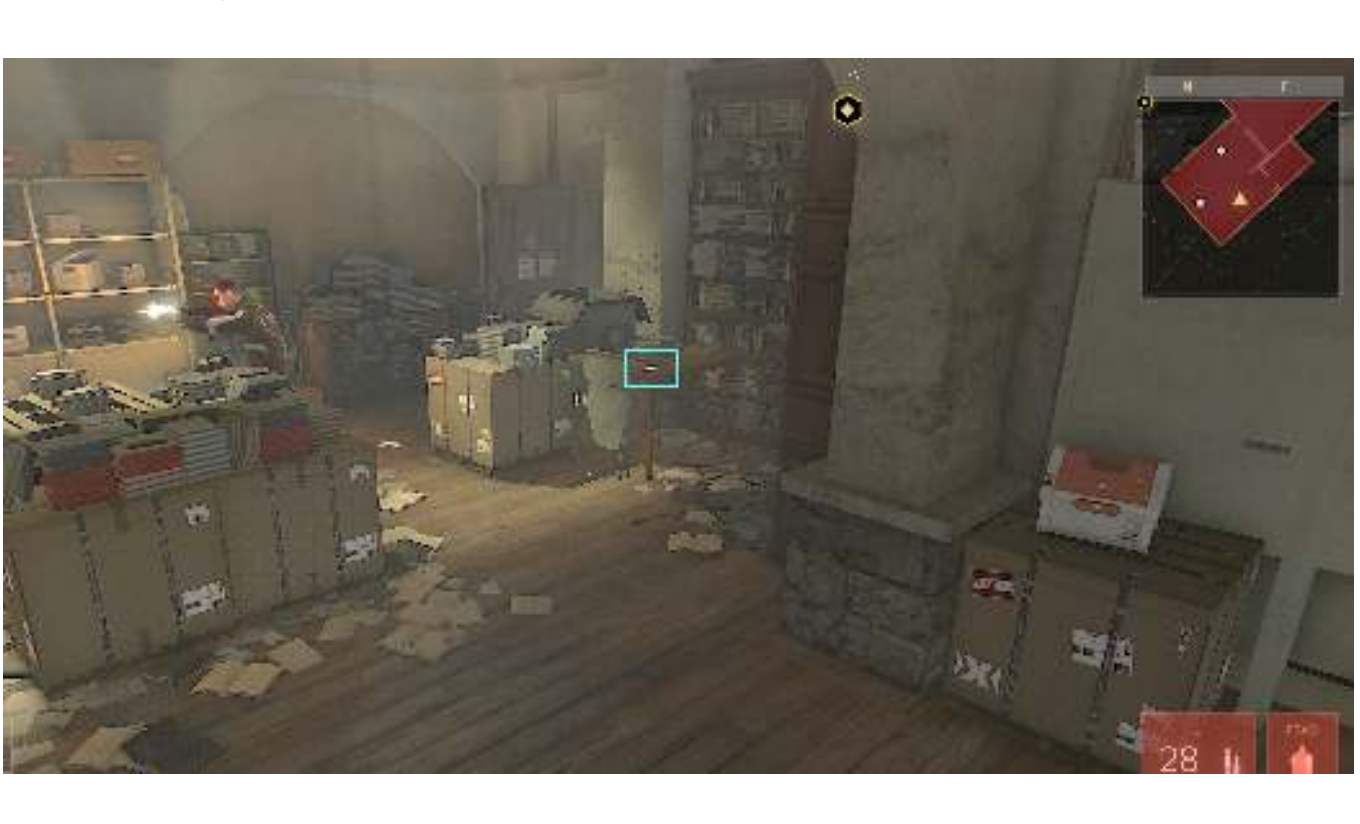
> **NOTE**
>
> NOTE: This eBook appears only during your second and third visits to Prague.

KOLLER SHOP



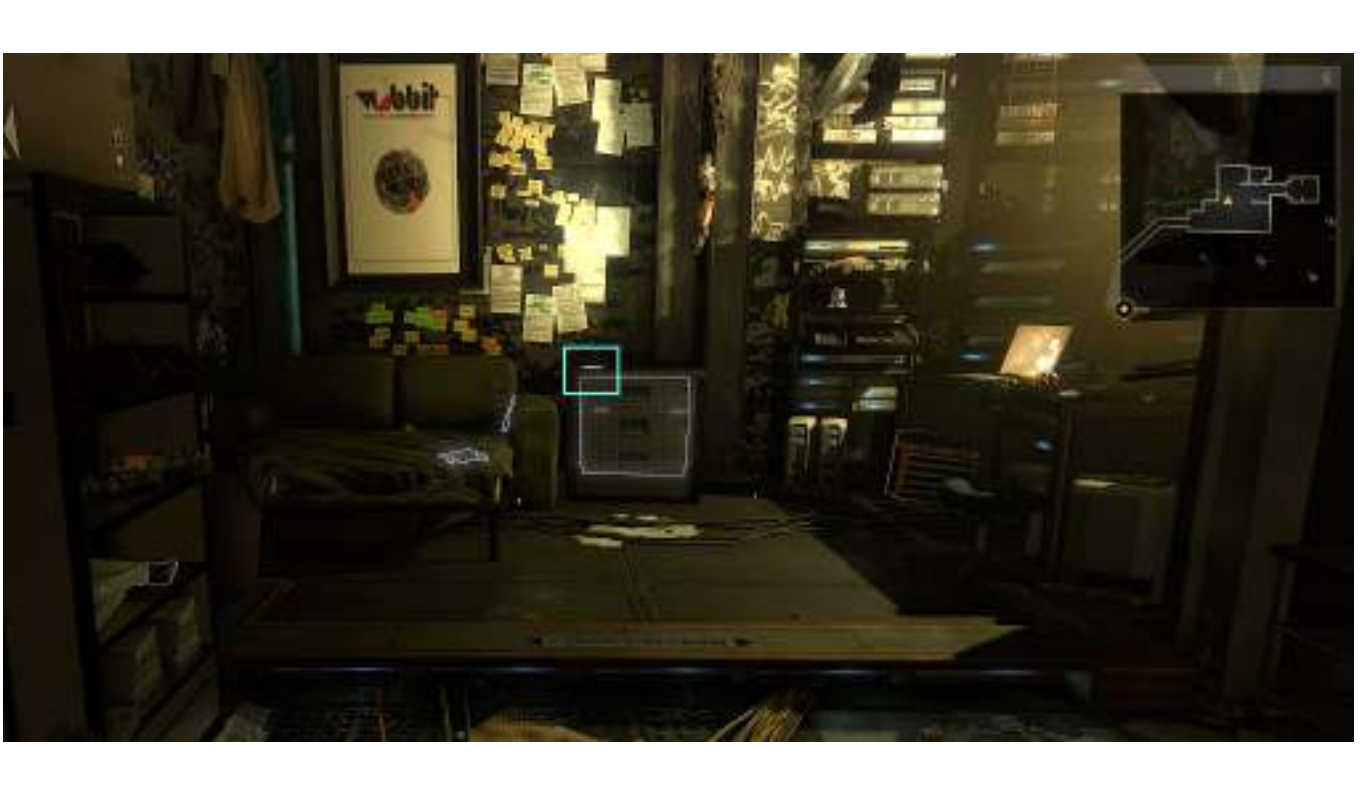
EBOOK 22: GLOBAL POLITICS REVIEW [2029 EDITION] (CHINA)

Inside Koller's office, on a table amidst the ransacked room.



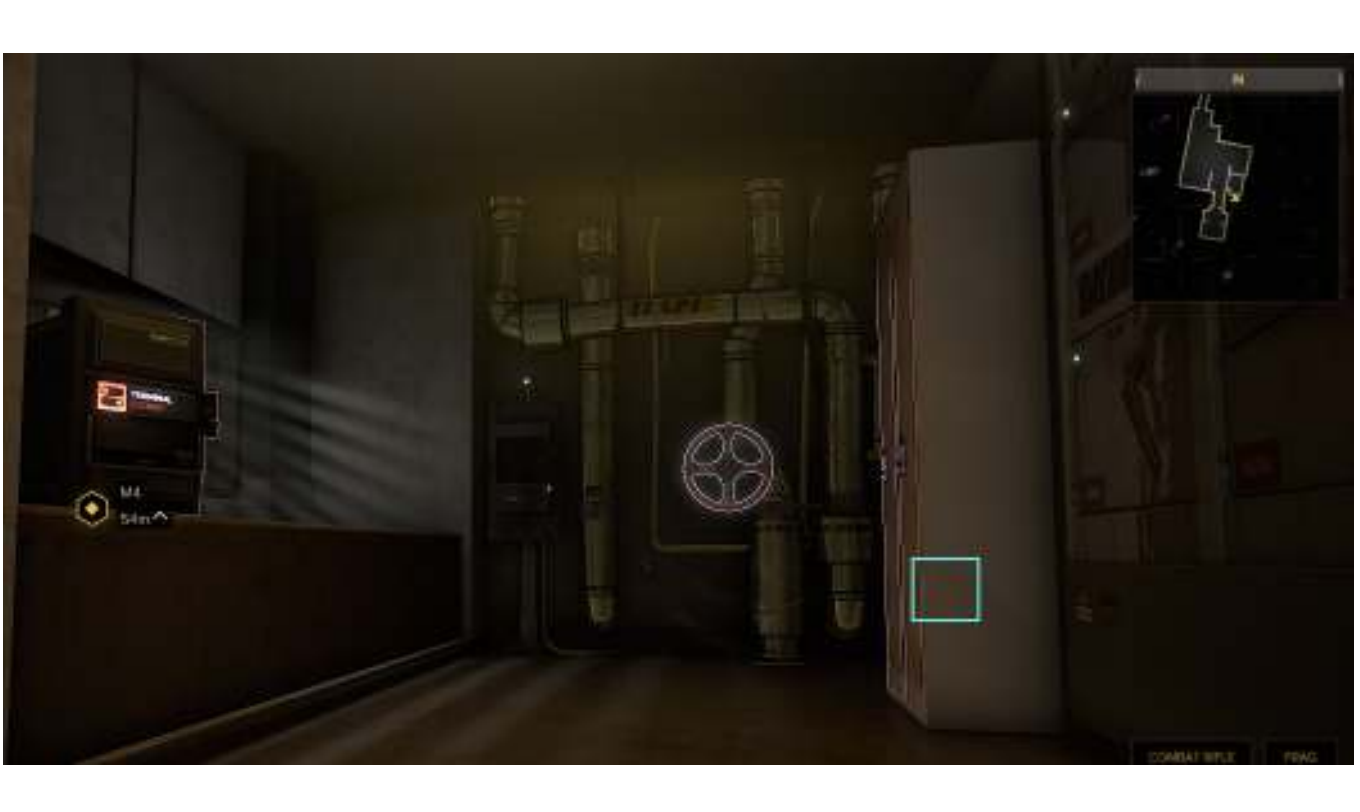
EBOOK 23: THE SOCIAL MONITOR (THE NEW MYSTICS)

Inside the bookstore's storage room, on a table.



EBOOK 24: WORLD'S MOST WANTED (DVALI FAMILY)

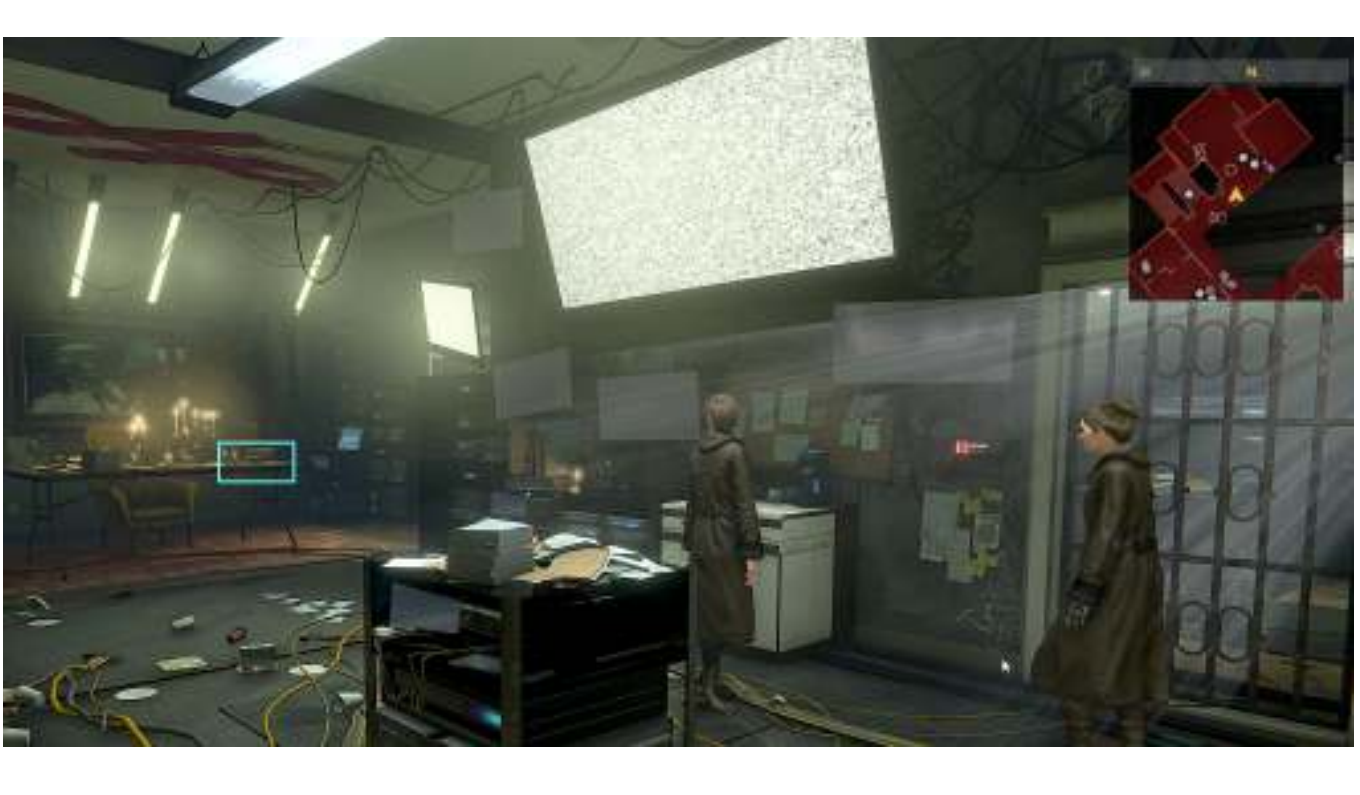
Beside Koller's bed, in his underground clinic.



EBOOK 25: FLESH AND CHROME (CHAPTER 1)

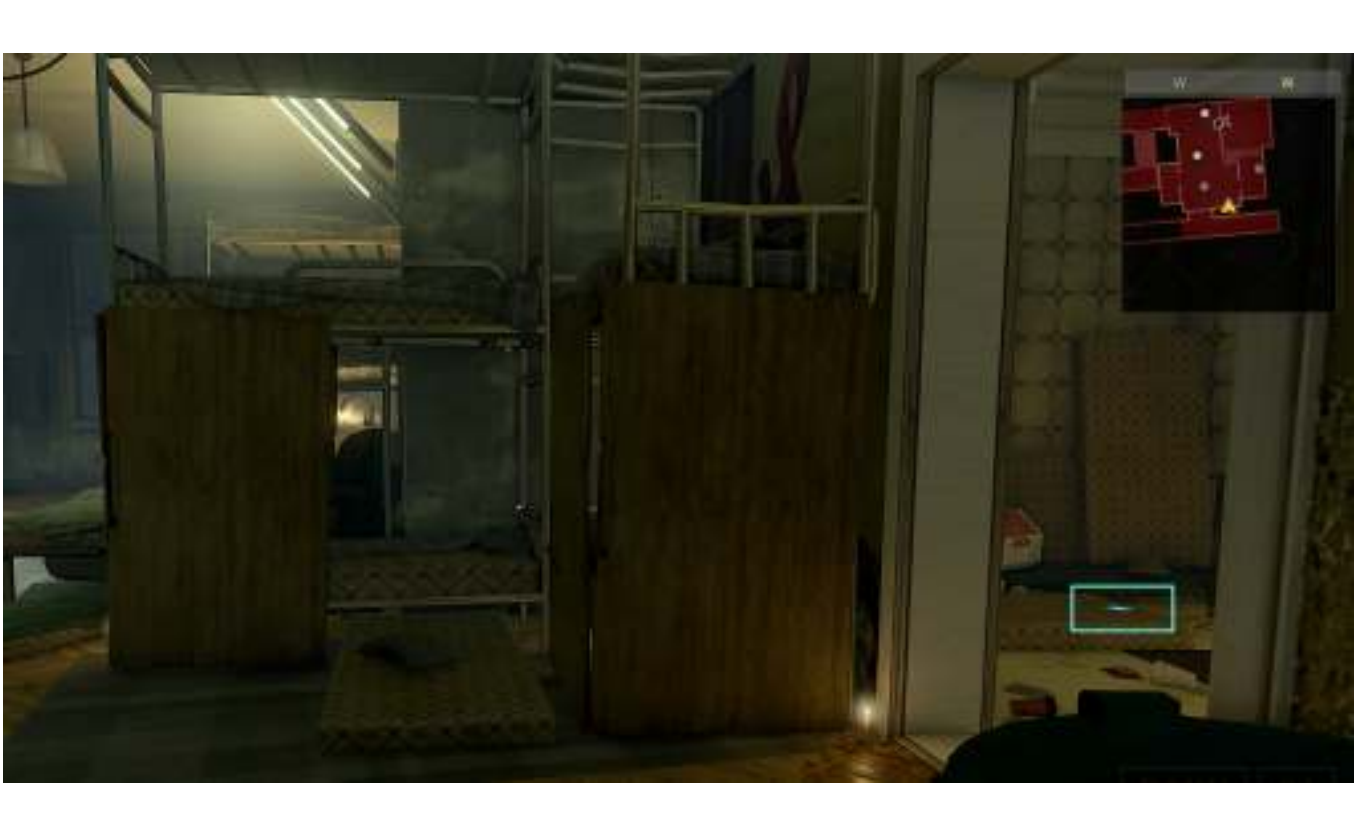
Inside a locker of the secret room filled with gas, in Koller's underground clinic.

ALLISON'S CHURCH OF THE MACHINE GOD



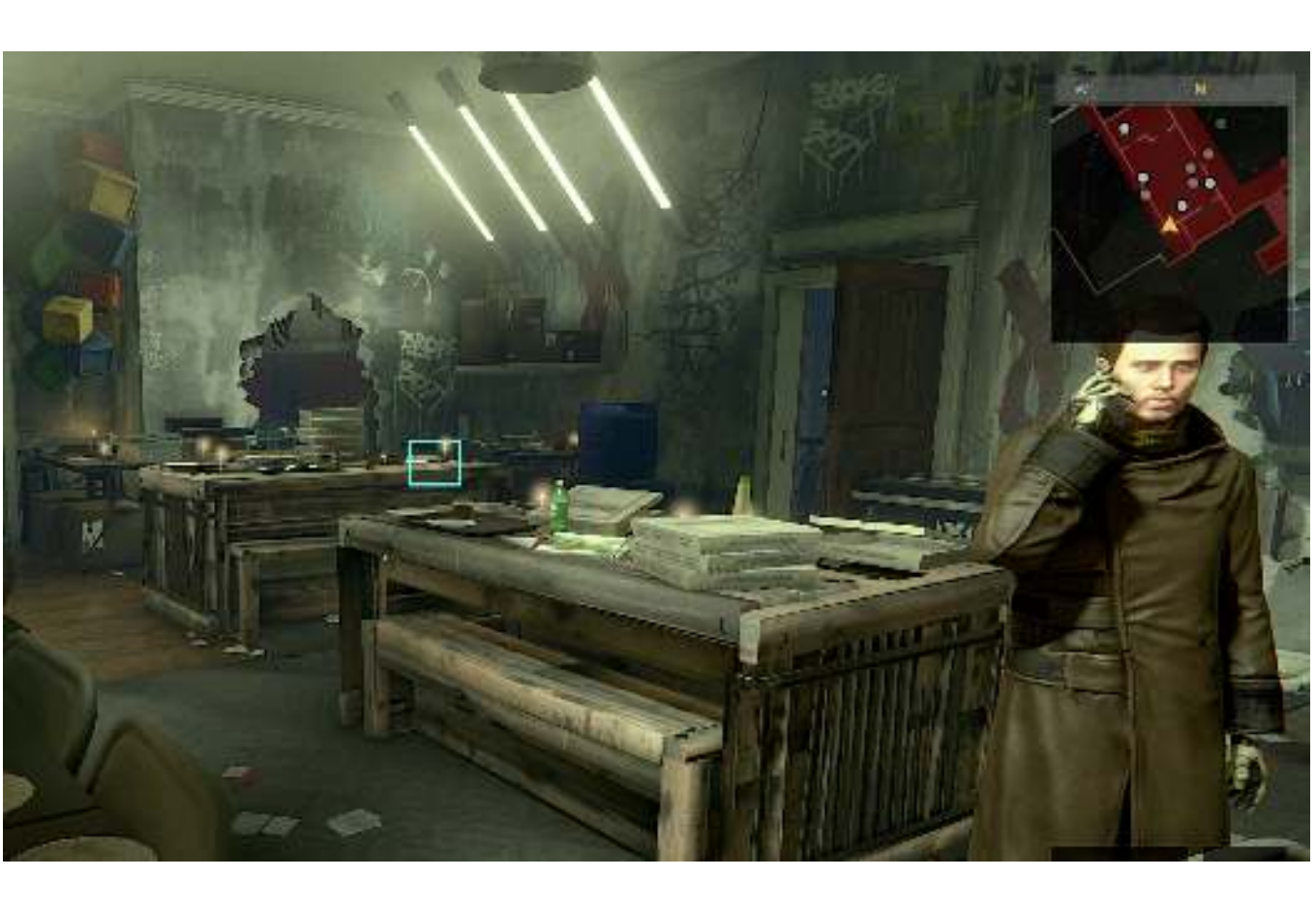
EBOOK 26: THE SINGULARITY CHURCH OF THE MACHINEGOD

On a large table inside the Security Room on the 2nd floor.



EBOOK 27: THE SLEEPWALKING WORLD (GLOBAL DISASTERS)

On a mattress in the bathroom of the 2nd floor's dormitory.



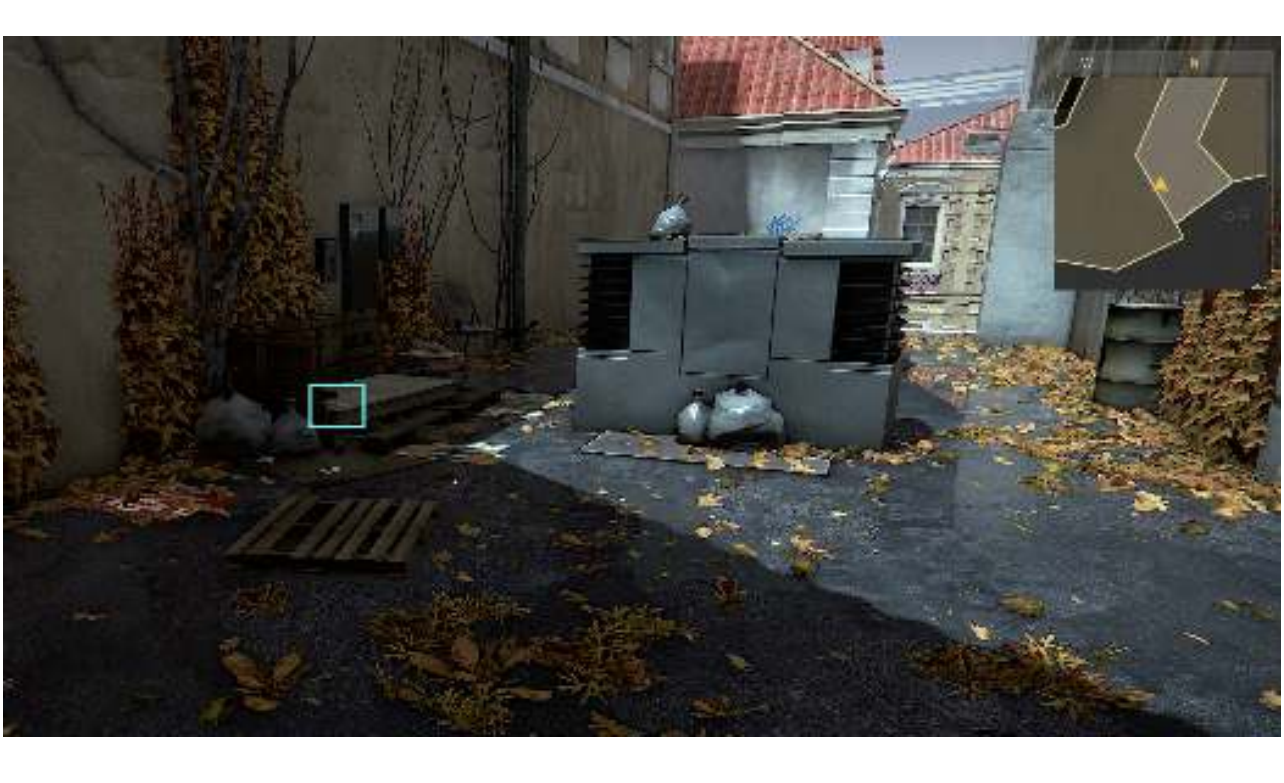
EBOOK 28: GLOBAL POLITICS REVIEW [2029 EDITION] (SOUTH AMERICA).

On a counter of the 2nd floor dining area.

eBook Locations

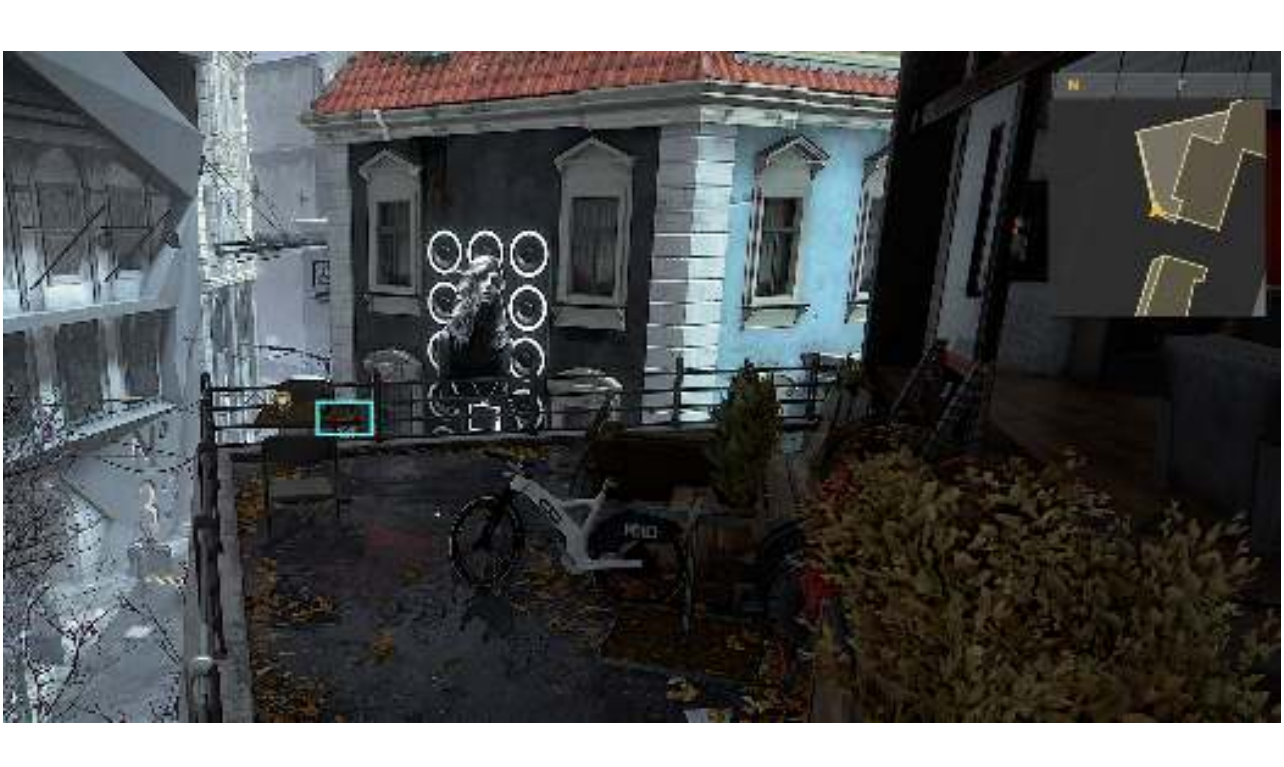
Prague - Old & Modern District

MODERN STREETS & APARTMENTS COMPLEX



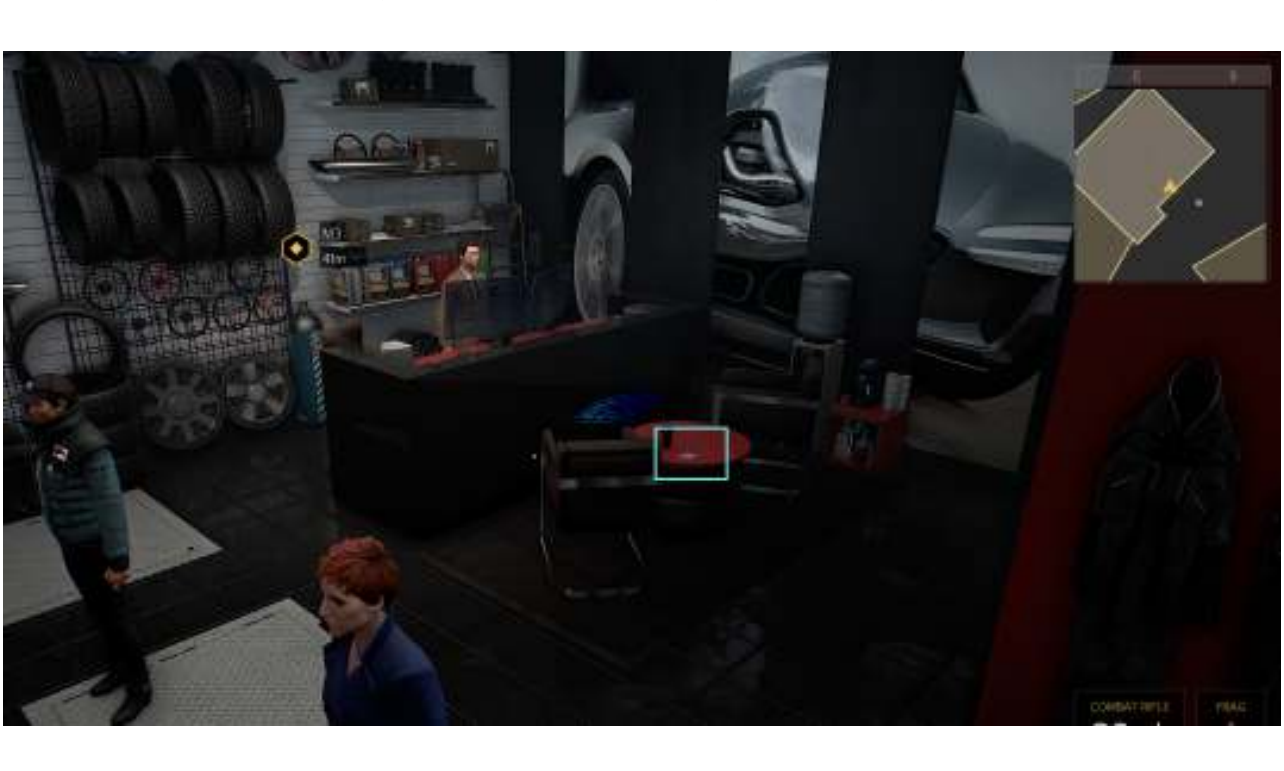
EBOOK 29: THE CZECH REPUBLIC ENTERS THE 21ST CENTURY

On the rooftop of the Rose's Garden food store.



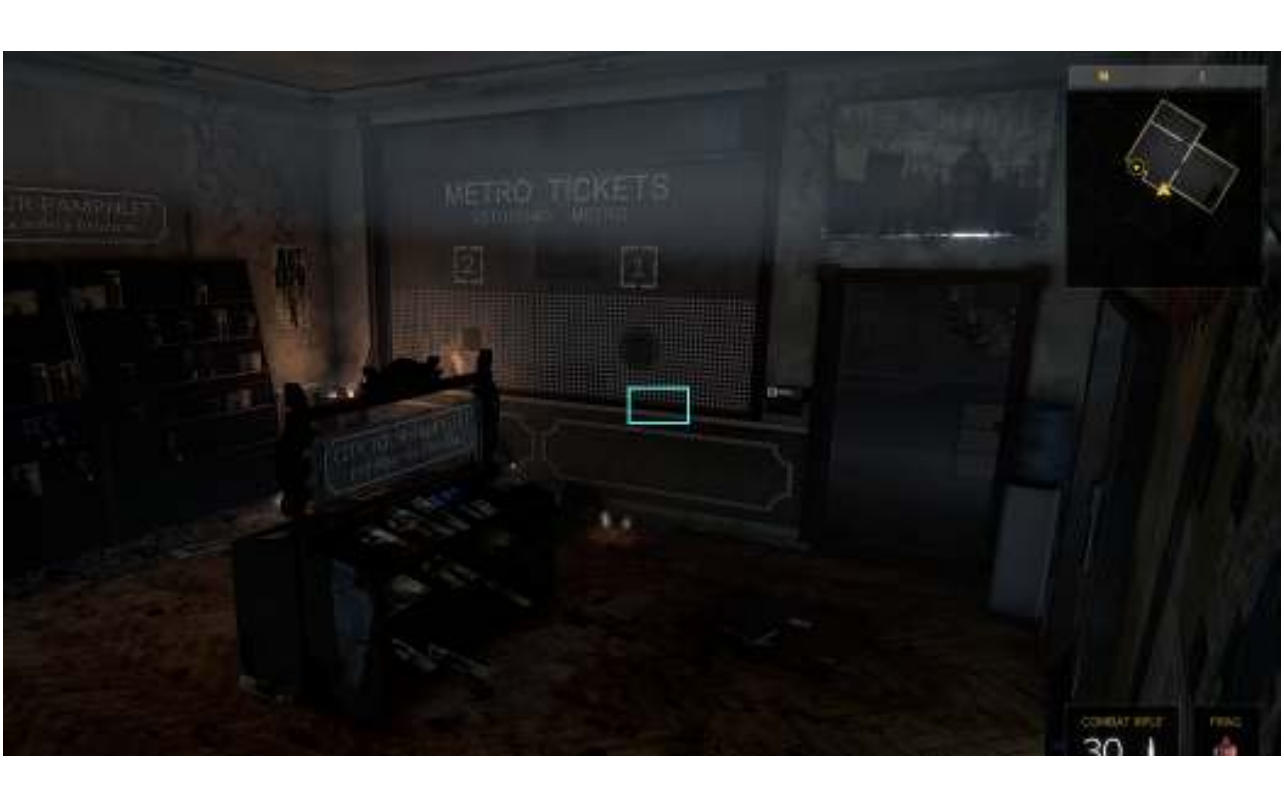
EBOOK 30: THE LONG MEAN WHILE (CHAPTER 27)

On a small table of the unique-looking apartment's terrace, overlooking the Palisade subway station's entrance.



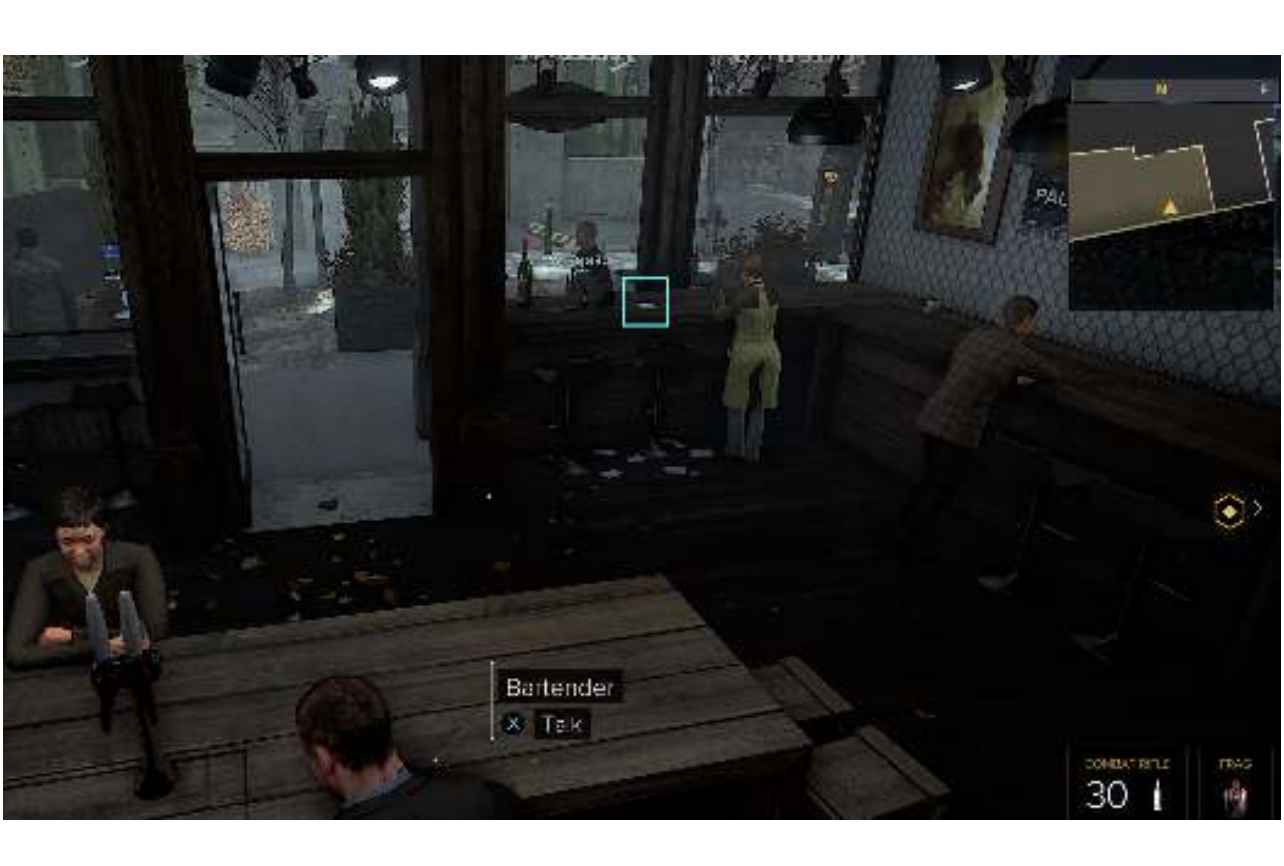
EBOOK 31: RUZICKA'S VISION FOR THE FUTURE

On a small table in the Autodily shop.



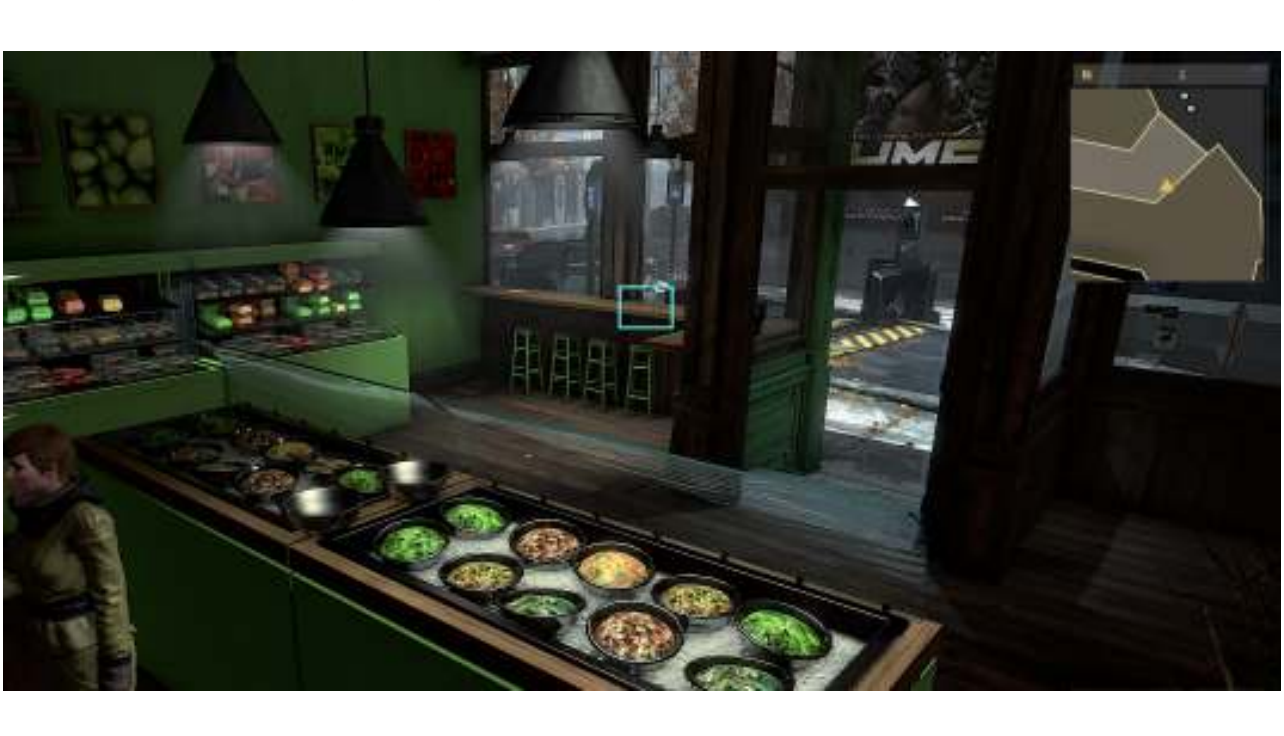
EBOOK 32: RUZICKA'S AUGMENTED PLATFORM CRUMBLES

Inside a locked room of the abandoned Info Tourist Center.



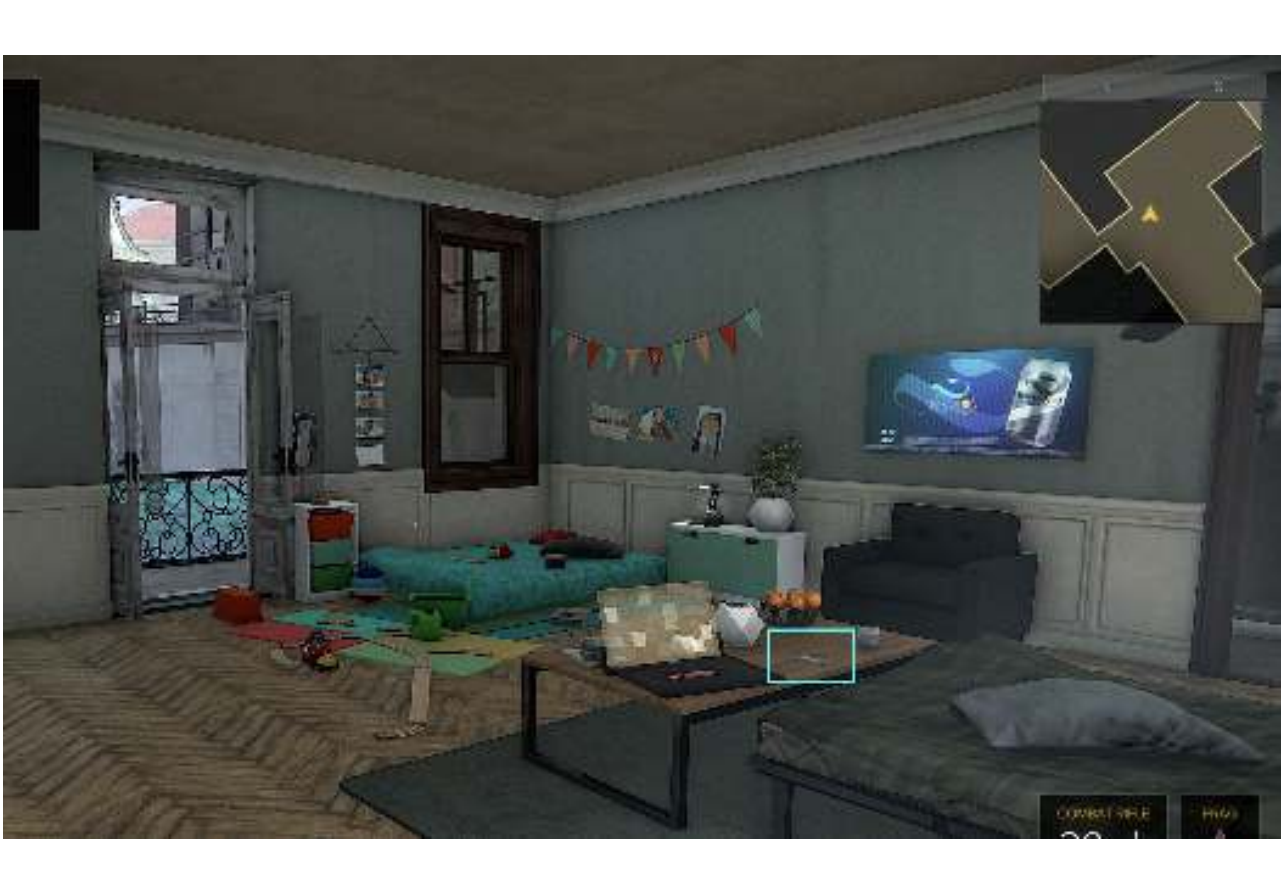
EBOOK 33: COLLAPSE OF AN INDUSTRY (TYM)

On a counter of the Ludvik's Lounge, facing the Palisade Bank Plaza.



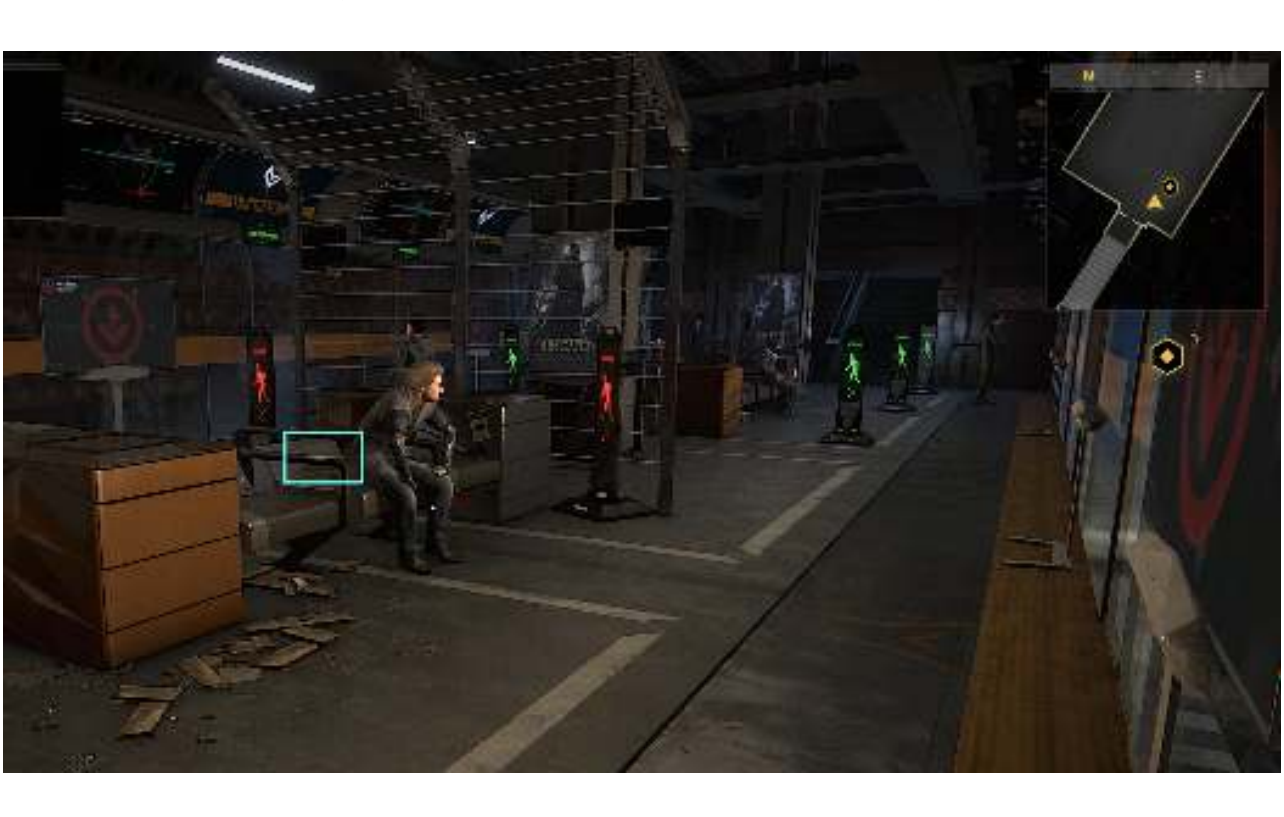
EBOOK 34: SANTEAU - RISE OF A CORPO-NATION (BIRTH OF A GIANT)

On a counter inside the Rose's Garden food store.



EBOOK 35: GLOBAL POLITICS REVIEW [2029 EDITION] (AUSTRALIA)

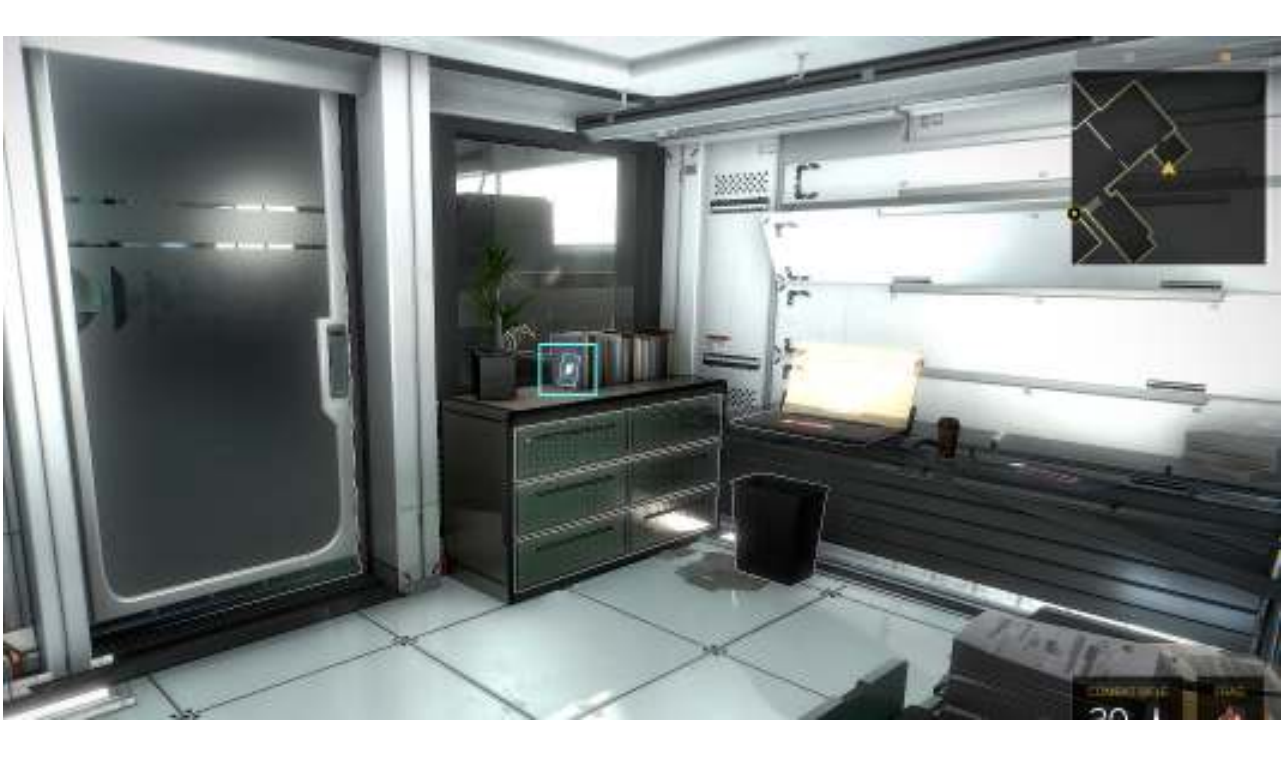
On a coffee table in the small single apartment behind the main entrance to Palisade subway station.



EBOOK 36: THE SOCIAL MONITOR (AUG GHETTOS)

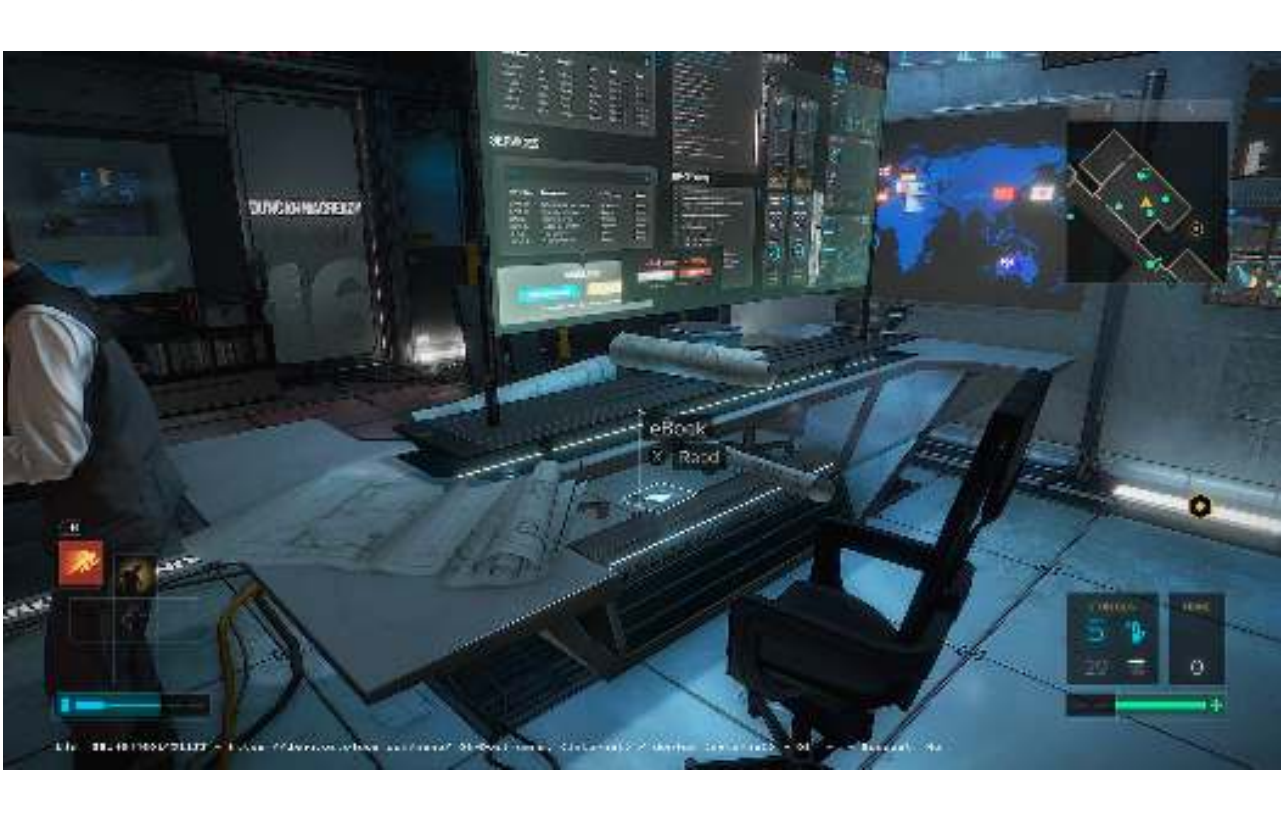
On a bench's armrest inside the Monument subway station.

TF29 HEADQUARTERS



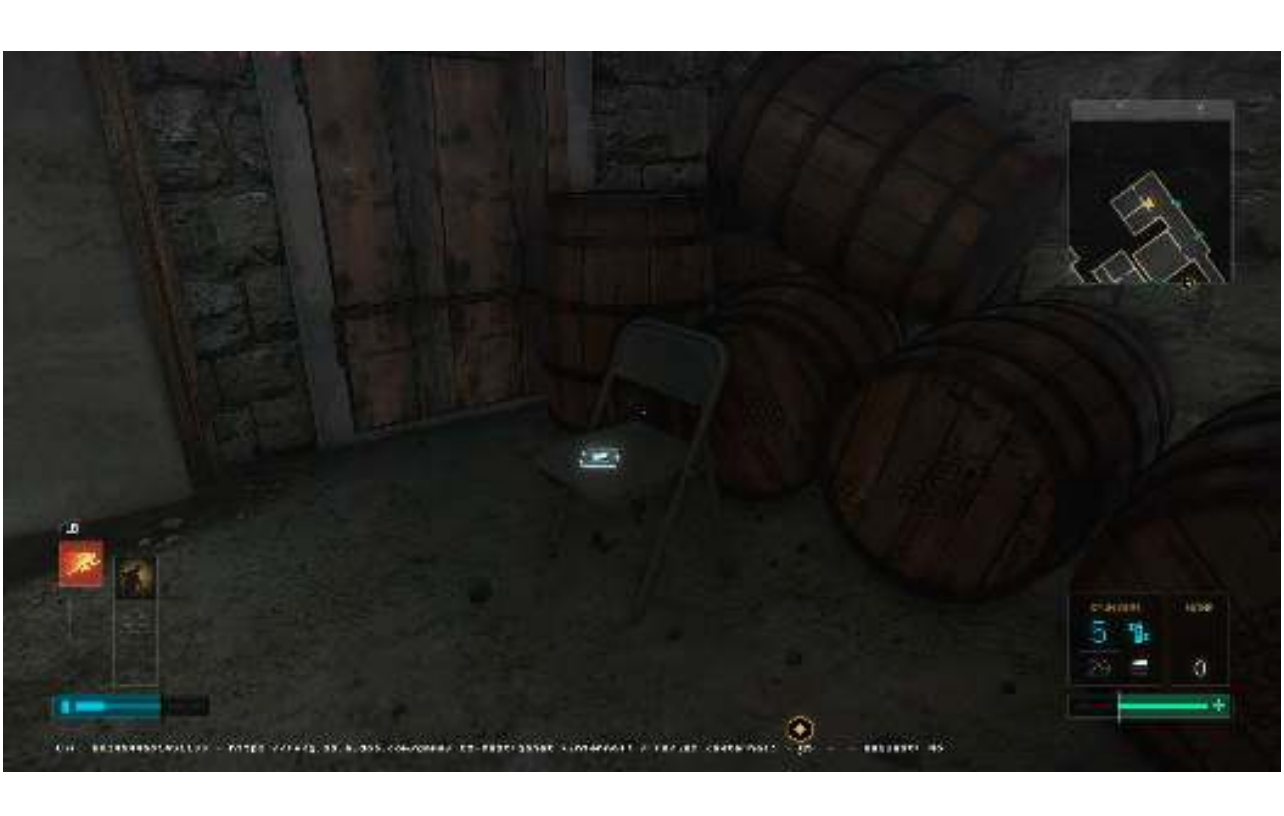
EBOOK 37: THE LONG MEAN WHILE CHAPTER 1

Inside Smiley's personal office, on a shelf with other books.



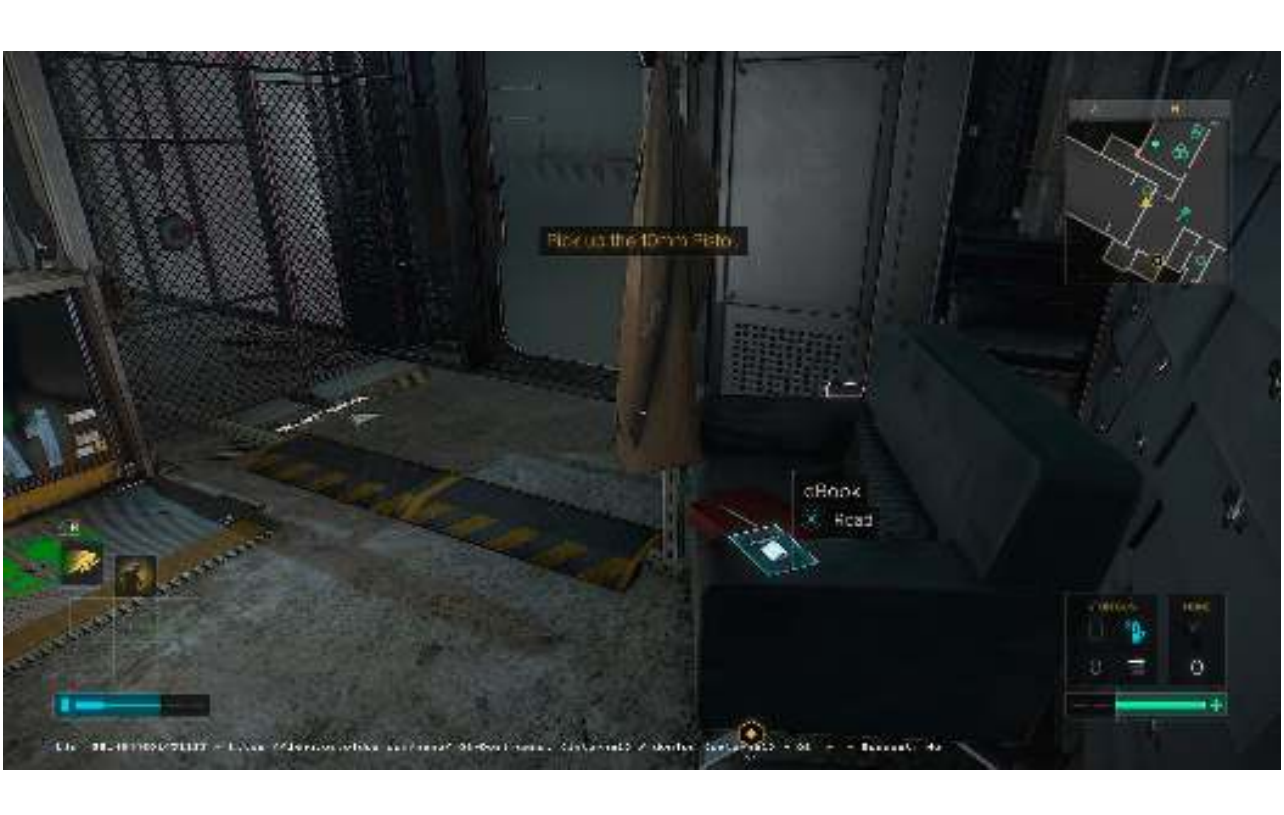
EBOOK 38: TASK FORCE 29 - MISSION STATEMENT

In the Counter-terrorism room on the table in front of Ducan Macready's office.



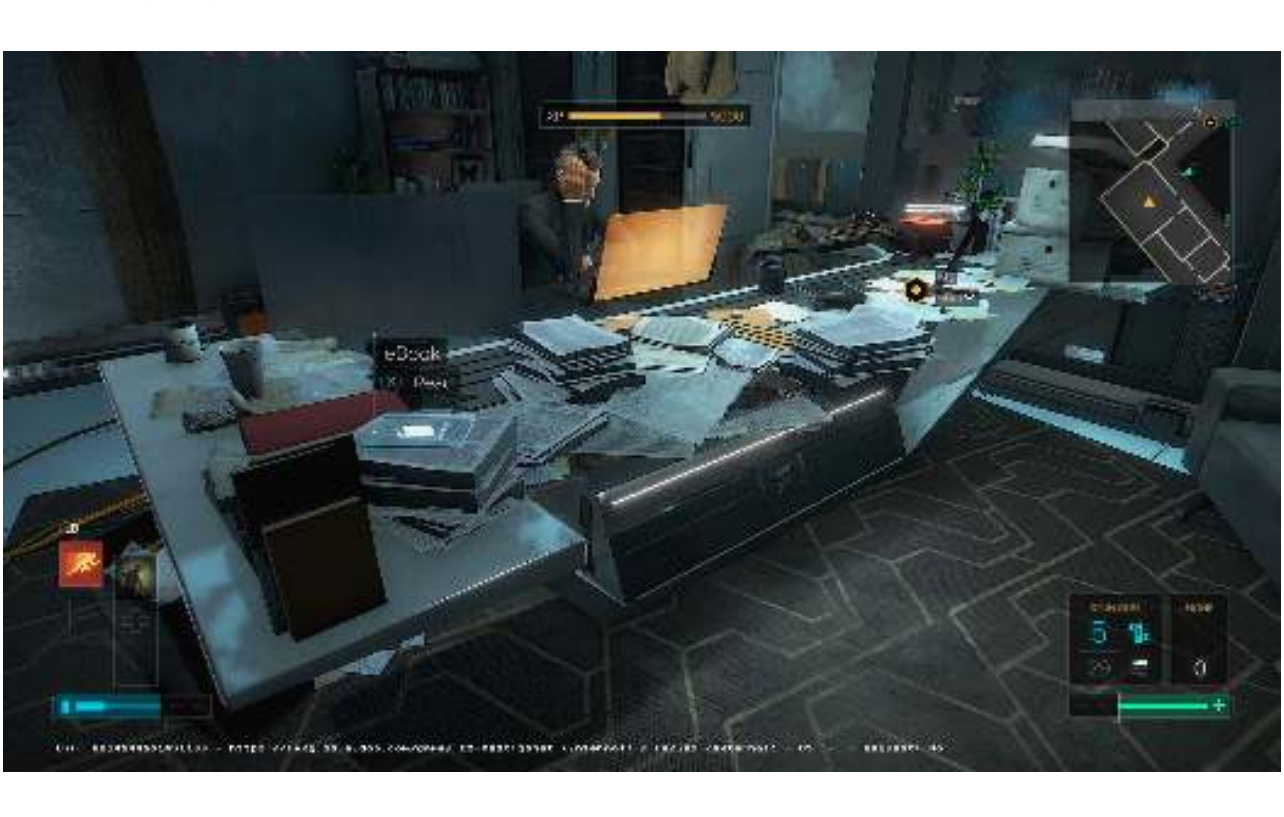
EBOOK 39: U.N. RESOLUTION 3507 (2029)

In the prison cells section of the TF29, on a chair near the barrels.



EBOOK 40: IN TERROR FIRMA (PART 2)

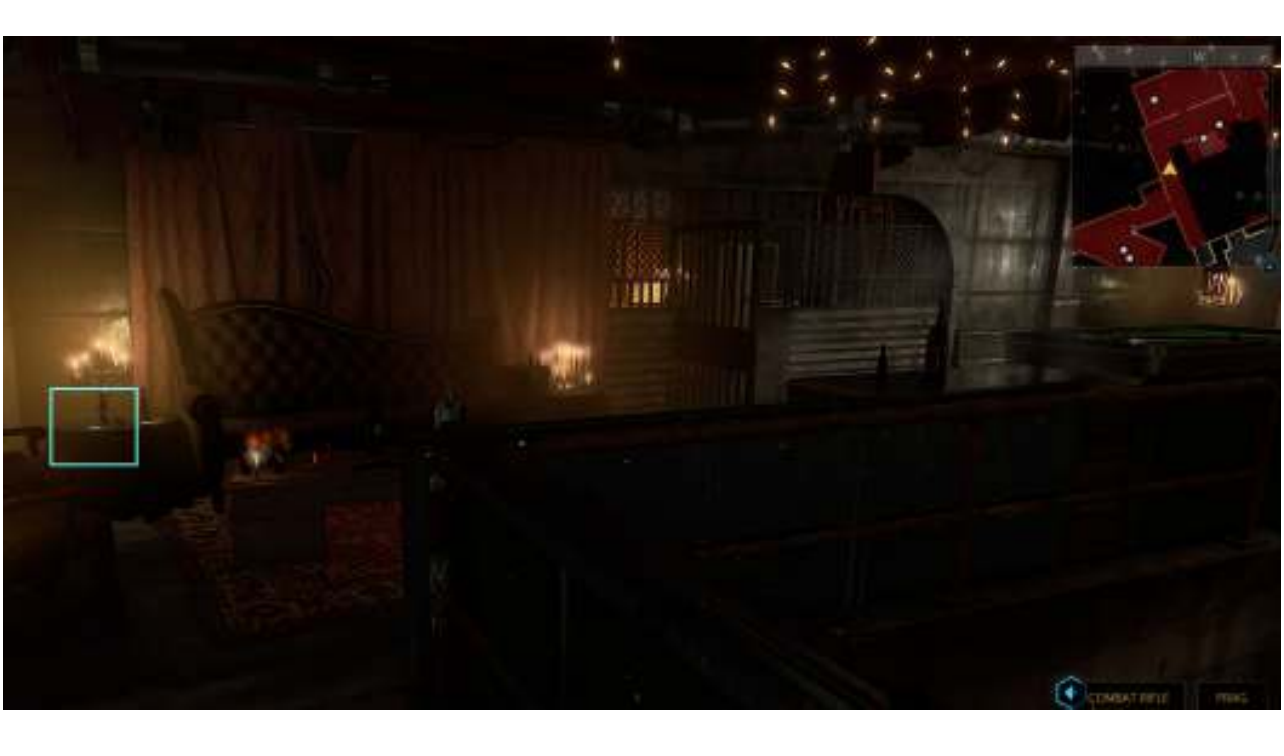
In the Shooting Range, on the armchair.



EBOOK 41: MODERN BUSINESS REVIEW (HACKS OF AGGRESSION)

On Miller's desk, on a pile of paper.

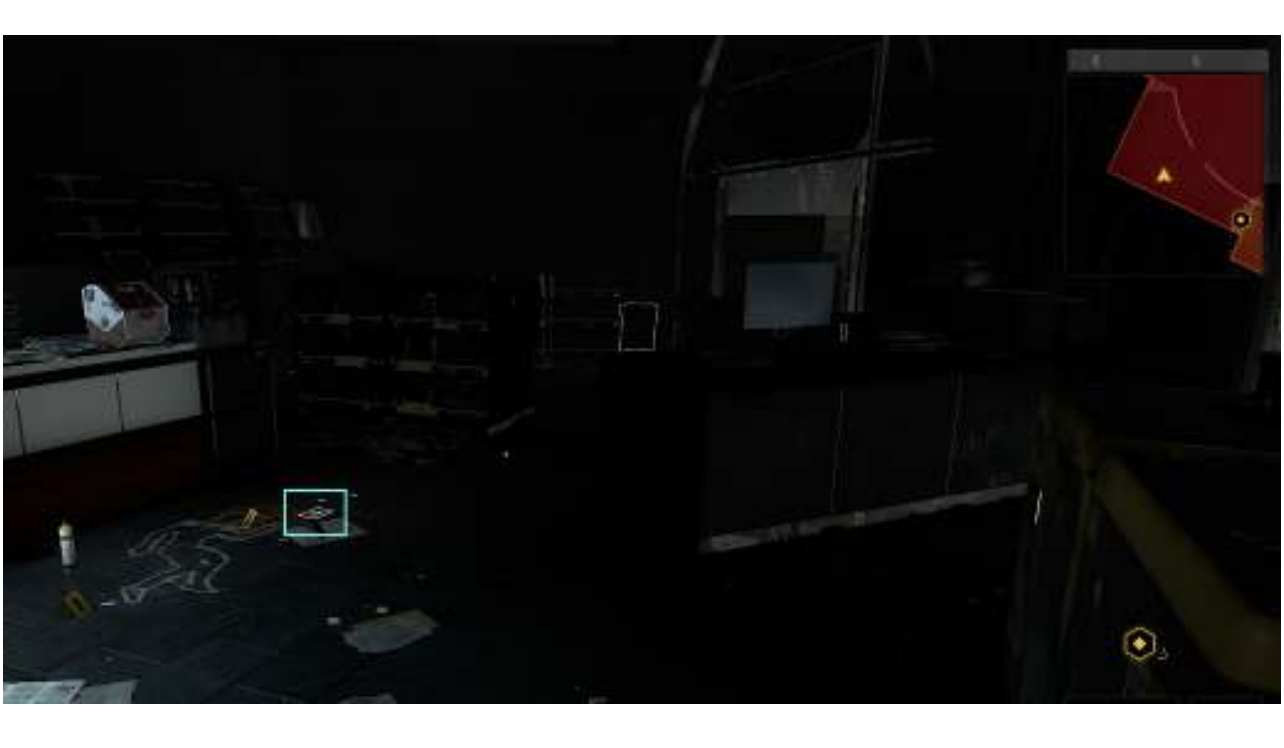
OTAR'S CASINO



EBOOK 42: FAMILY VALUES

On a small round coffee table in a corner of the casino's 2nd floor, near Otar's office.

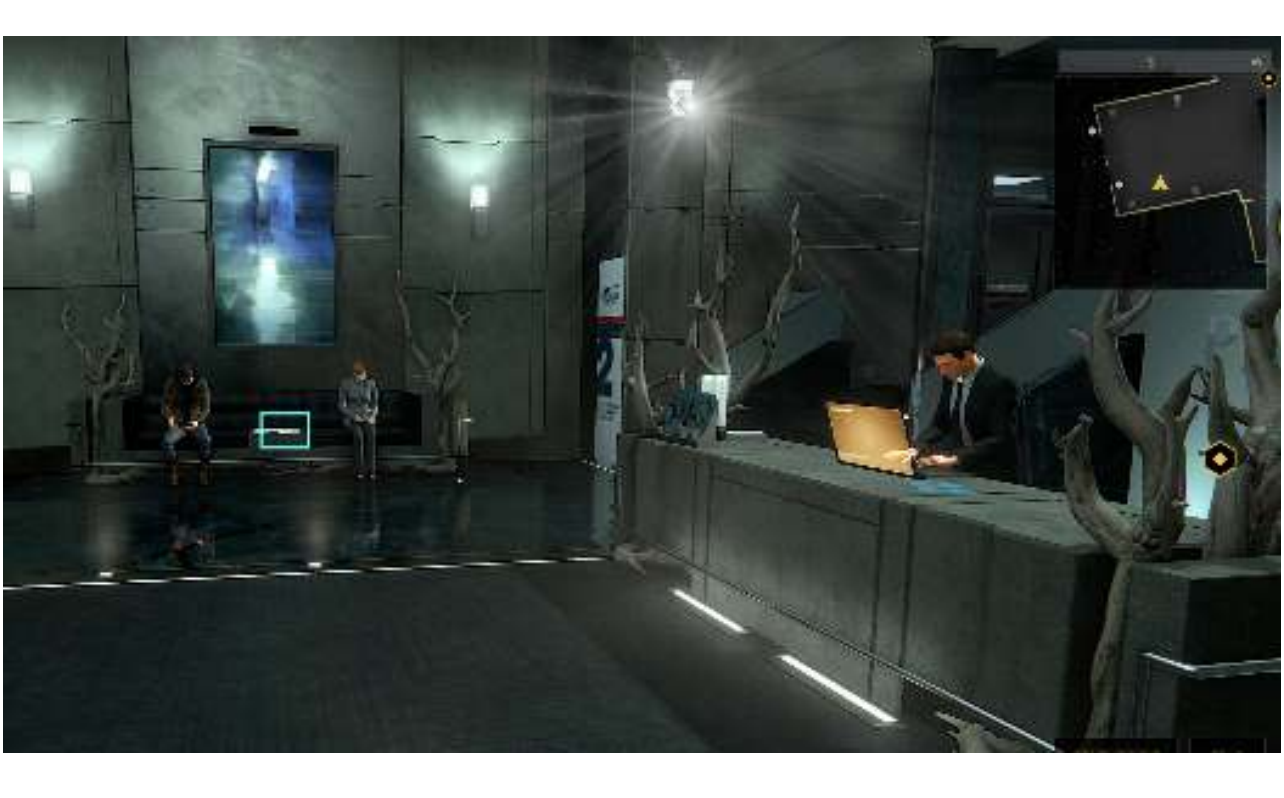
RUZICKA TRAIN STATION



EBOOK 43: "THE SLEEPWALKING WORLD (DEPOPULATION)

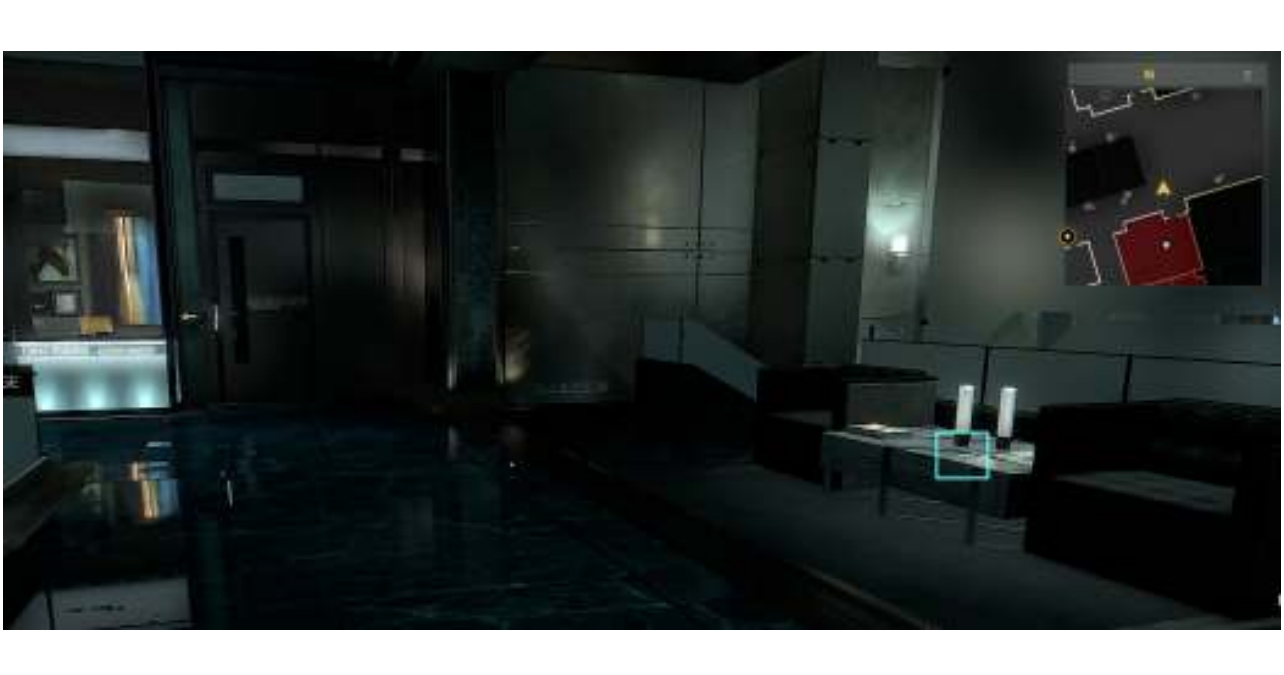
On the floor, beside the markings of a dead body, inside the damaged bookstore.

PALISADE BANK



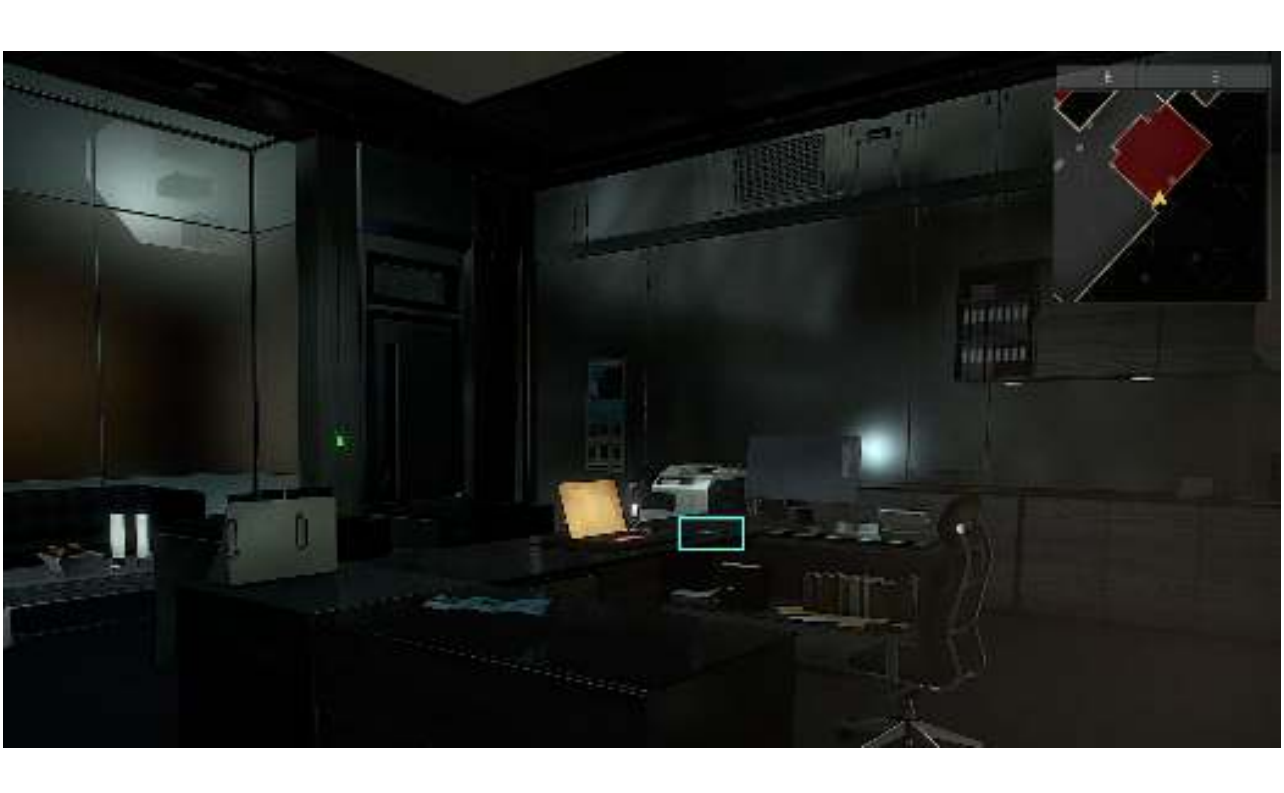
EBOOK 44: BOB PAGE - ANATOMY OF A PRODIGY

On a couch in the main entrance to the Palisade Bank, near the receptionist's desk.



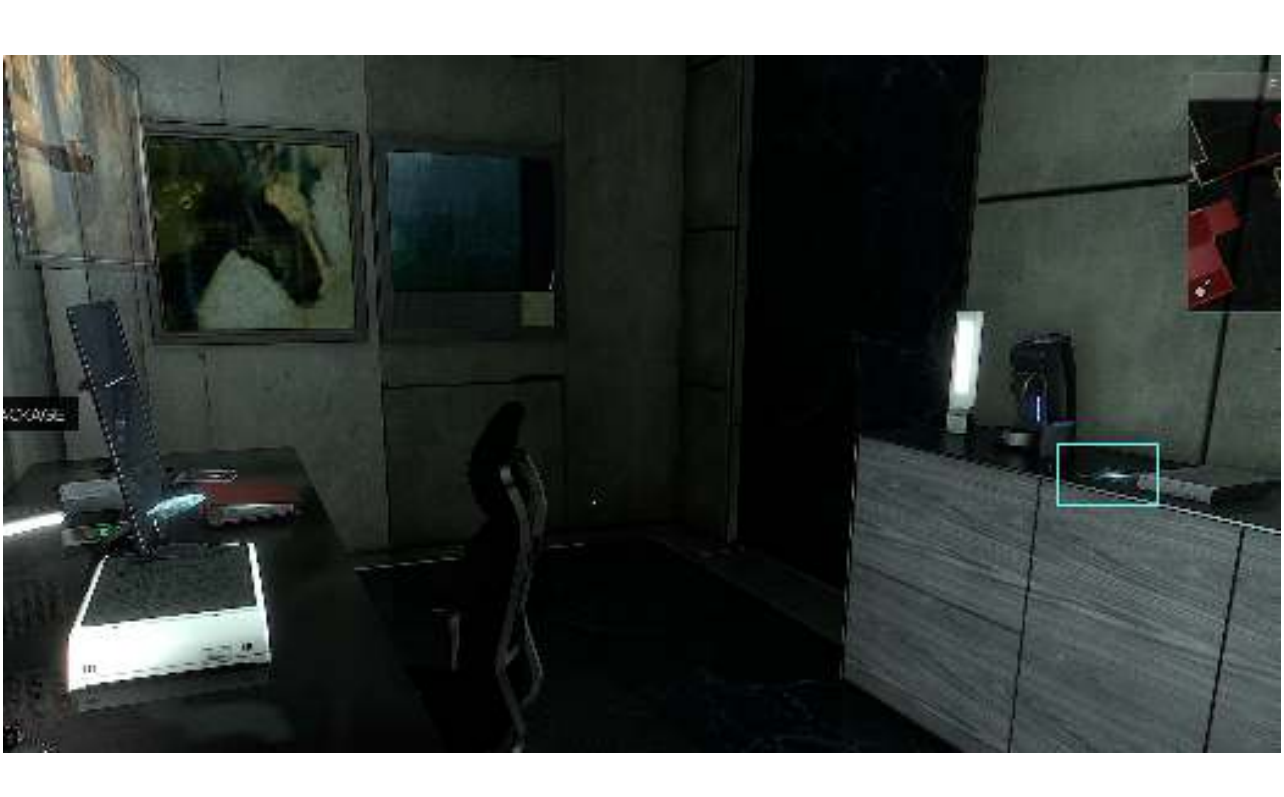
EBOOK 45: JUS IN BELLO (FALL OF BELLTOWER)

On a small coffee table between two chairs, behind the receptionist's desk.



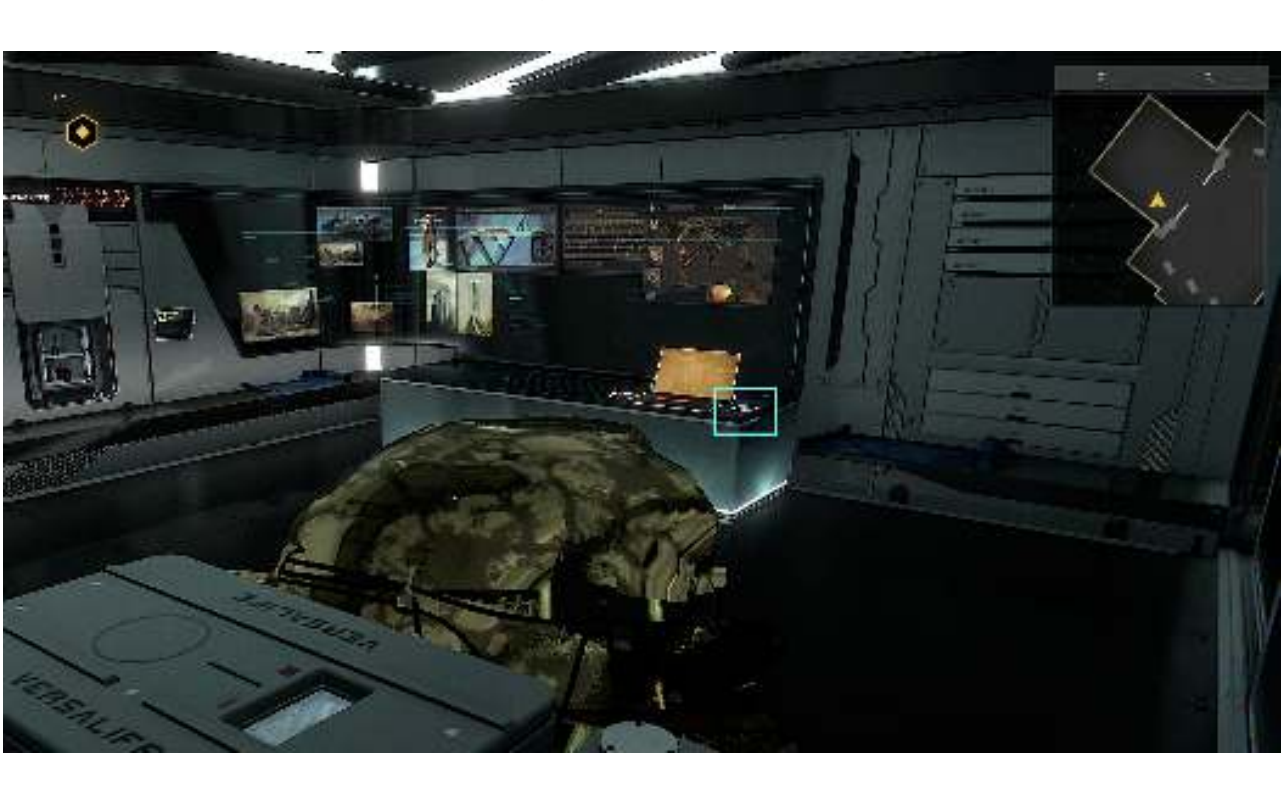
EBOOK 46: PALISADE: CLIENTS & SERVICES

On desk inside the locked Executive Services office.



EBOOK 47: PALISADE: PROPERTY & DATA PROTECTION

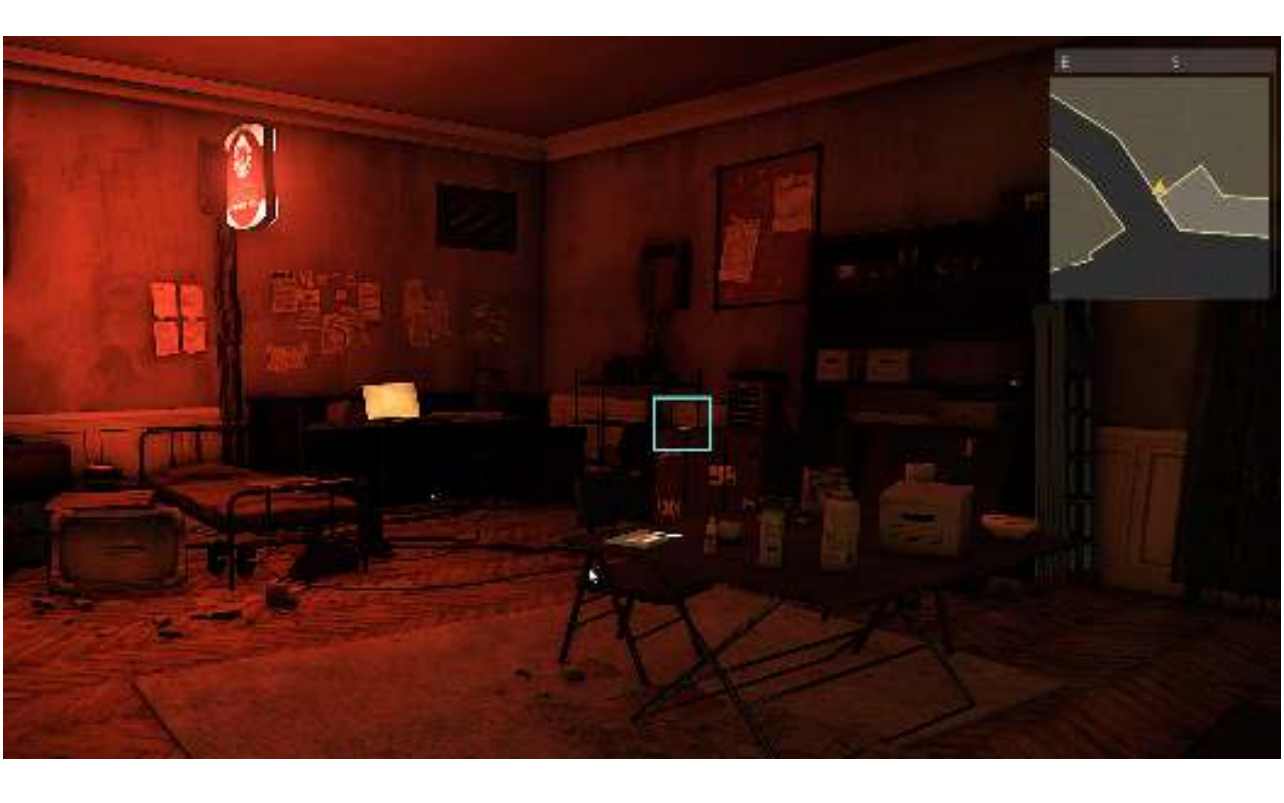
On a file cabinet inside the hidden room of the Managers' Office.



EBOOK 48: AJ09-0921 PATIENT X

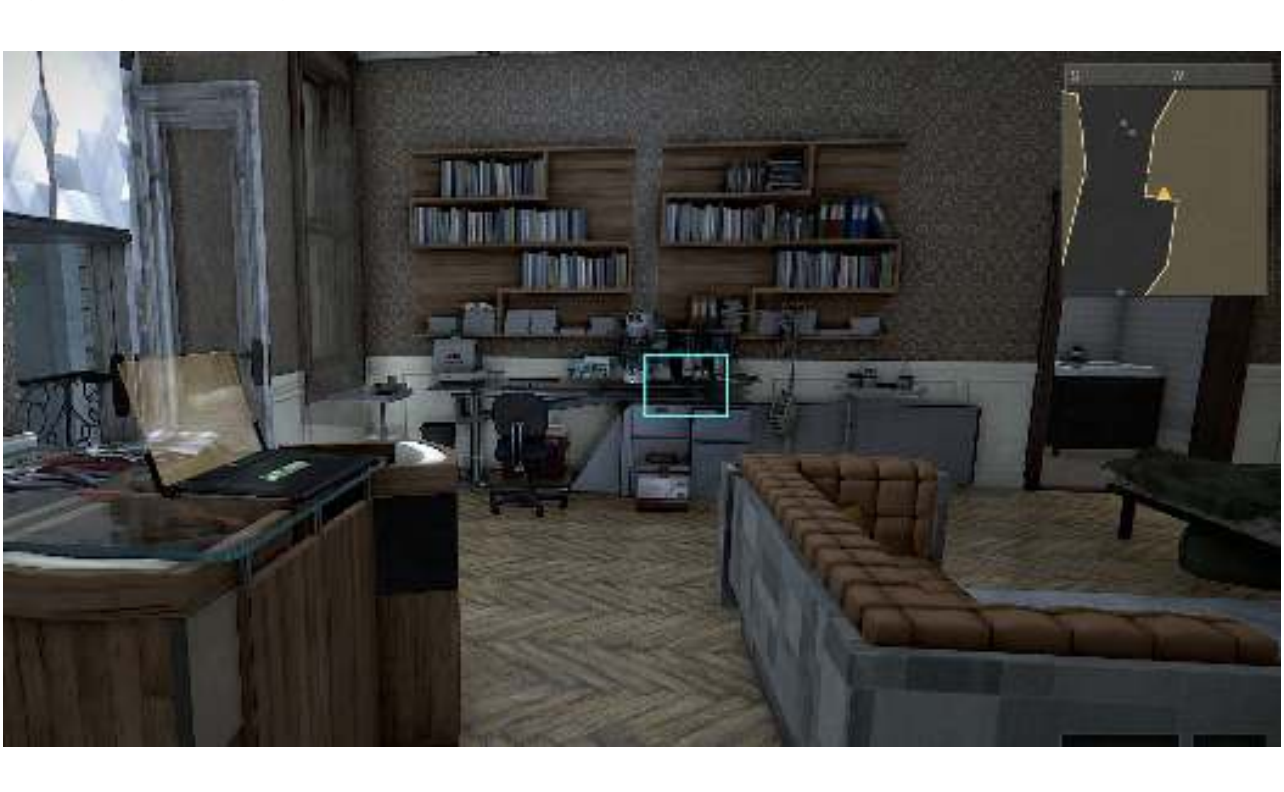
On a counter inside the Versalife's Corporate Vault that can be accessed only if you decided to complete that mission during your second visit.

OLD STREETS & APARTMENT COMPLEX



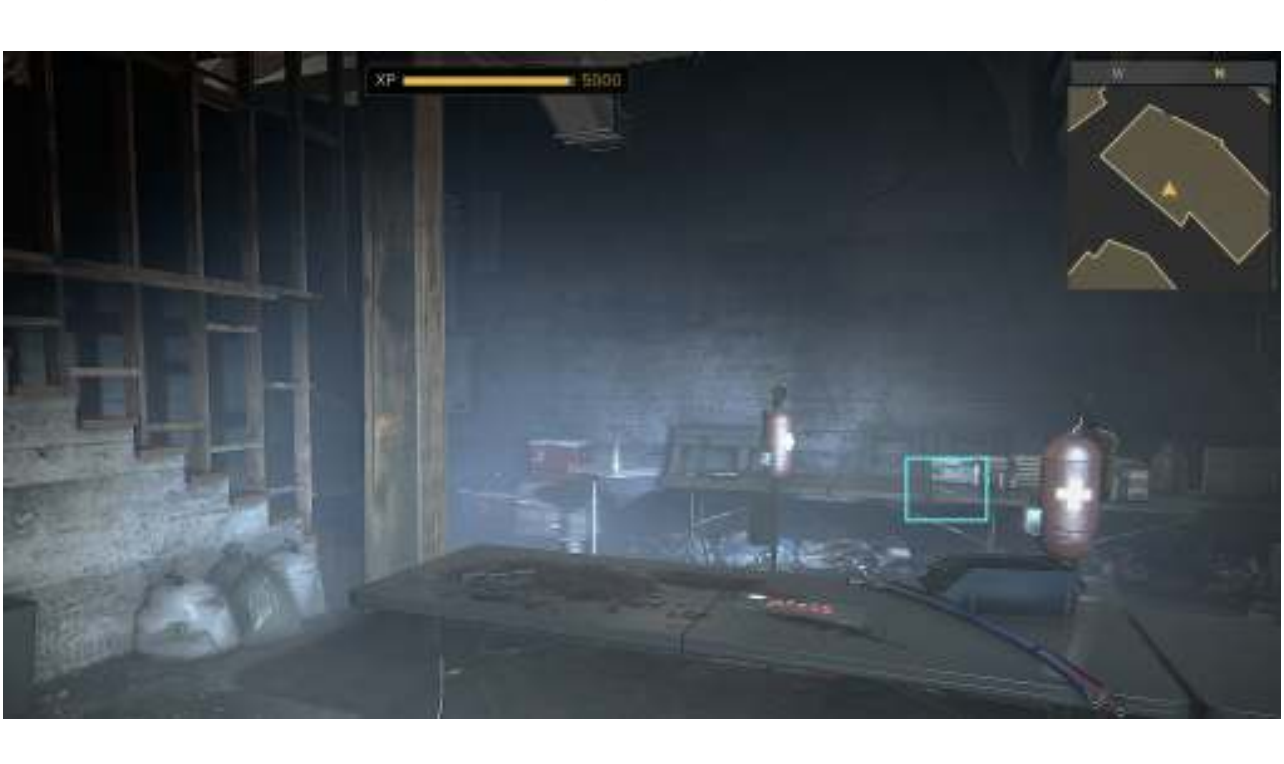
EBOOK 49: COLLAPSE OF AN INDUSTRY (L.I.M.B.)

Inside the single Red Light's apartment owned by the black market weapons merchant, Nada Birak, who is the owner of the Cigar Lounge in the Red Light.



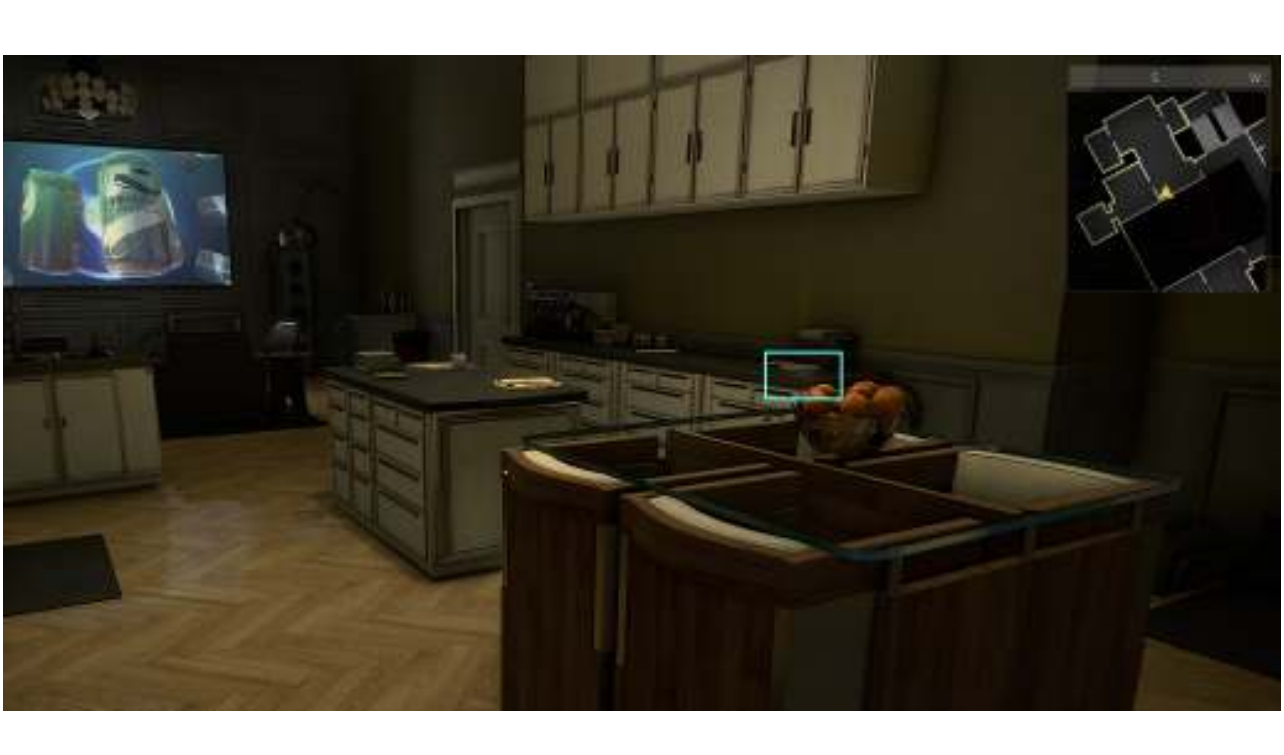
EBOOK 50: THE NEXT THREE DECADES (WORLD POLICE)

On a desk inside an apartment above a pub, beside the Pilgrim subway station, in front of the L.I.M.B. clinic.



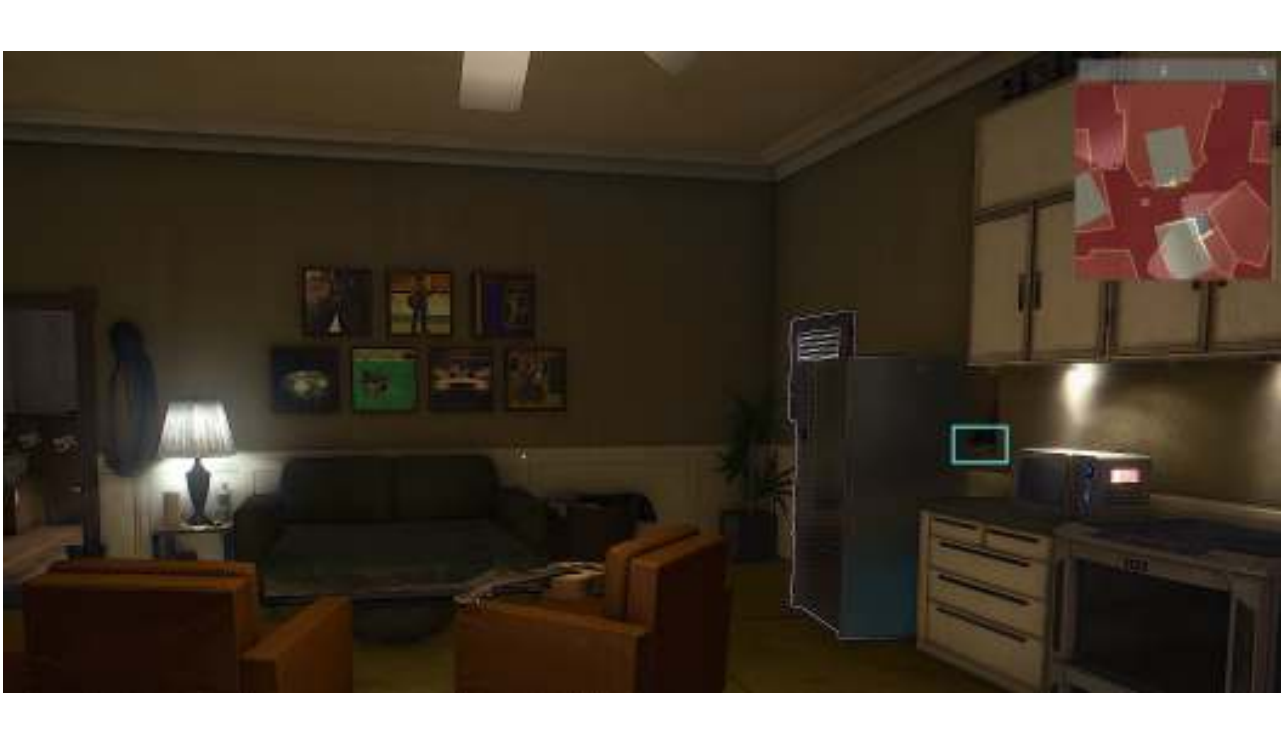
EBOOK 51: MODERN BUSINESS REVIEW (CORPORATOCRACY)

On a table inside the basement of the L.I.M.B. clinic.



EBOOK 52: TECH-A-TETE MAGAZINE

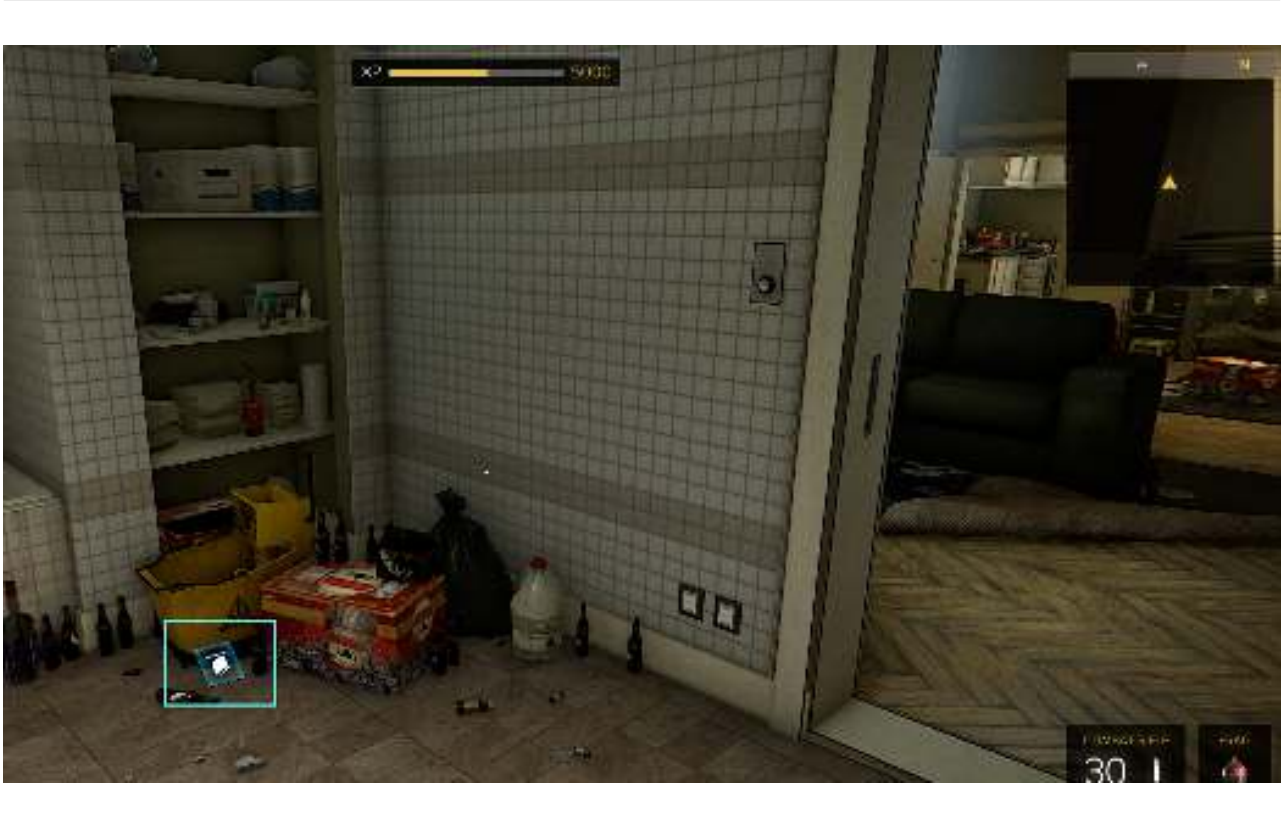
On a counter in the kitchen of Nomad Stanek's apartment.



EBOOK 53: TAI YONG MEDICAL REPORT

Behind a refrigerator in an apartment over the Old District's pharmacy.

> **NOTE**
>
> NOTE: This collectible is available only during your third visit, after receiving a brief from Daria (which triggers the Side Mission "The Last Harvest" if you completed the side mission "The Harvester" during your second visit.)

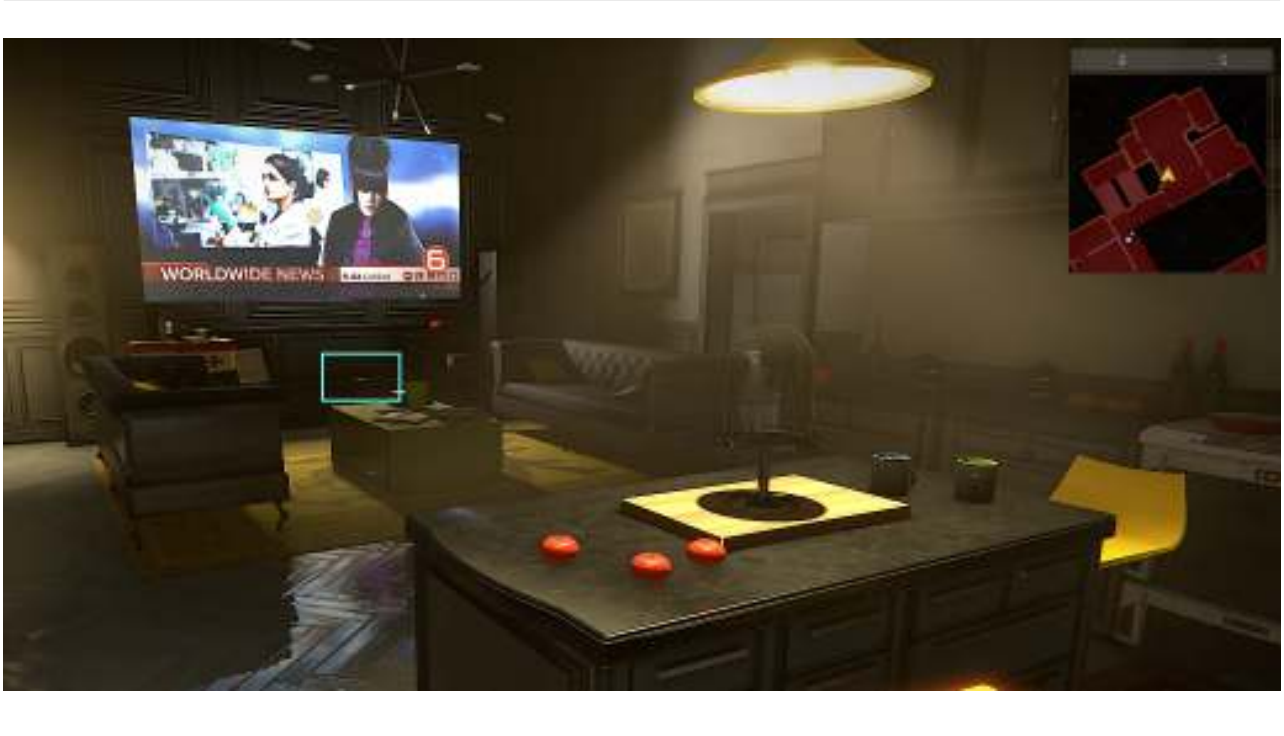


EBOOK 54: A., I

On the floor in the bathroom of an apartment on 2nd floor of the Old District's apartments complex (same one where Nomad Stanek's apartment can be found).

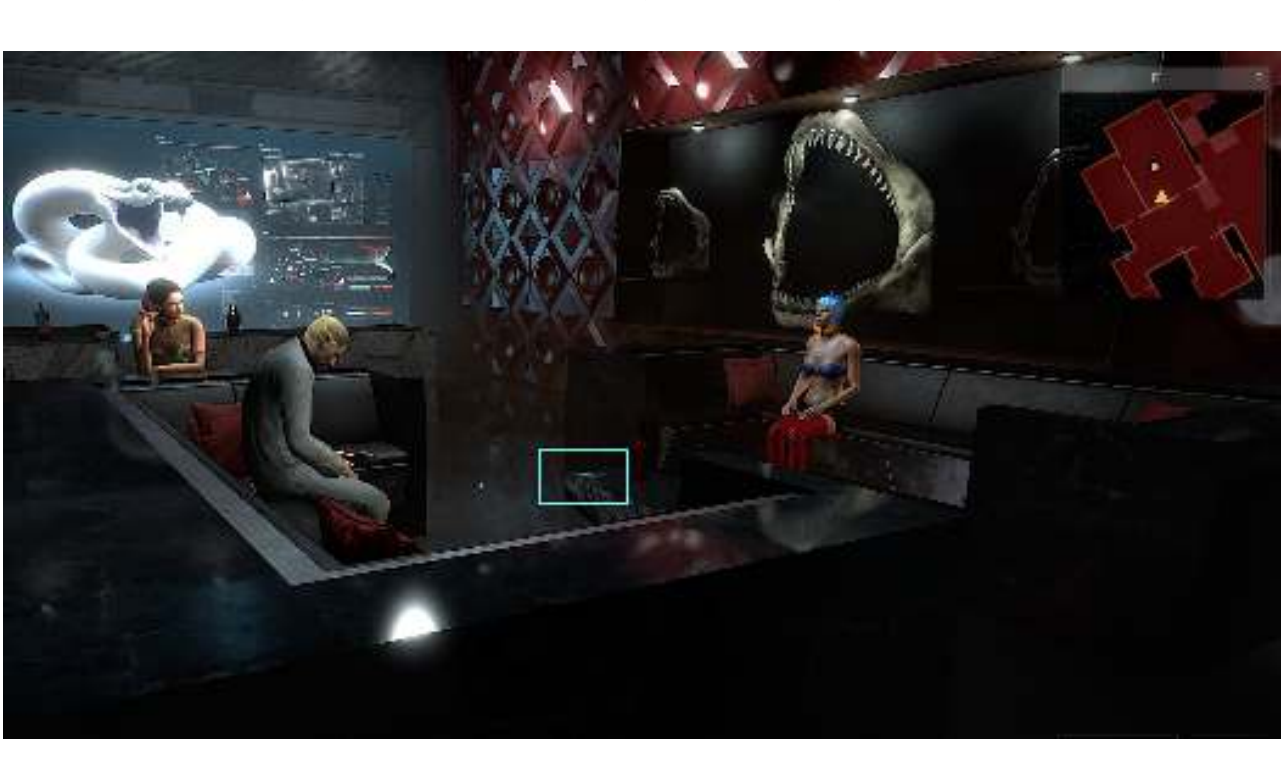
> **NOTE**
>
> NOTE: This collectible can be found only during your second visit.

DVALI THEATER



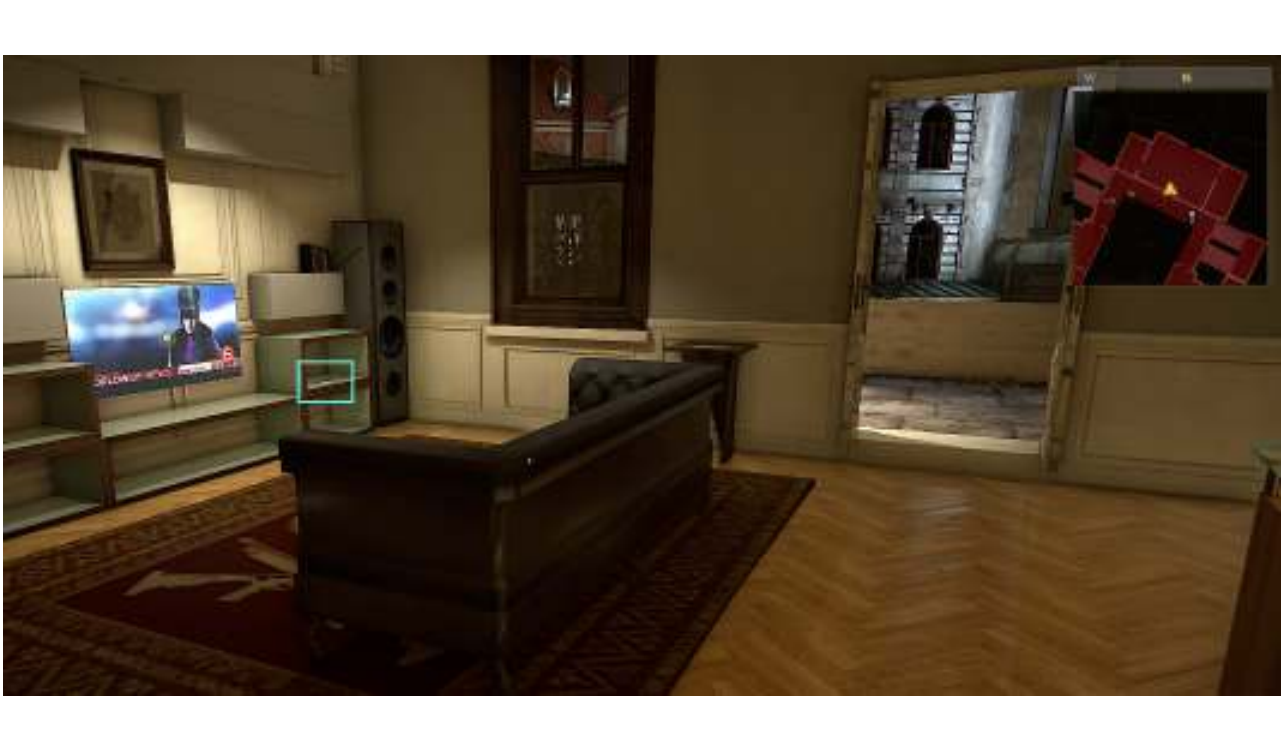
EBOOK 55: THE NEXT THREE DECADES (RUSSIA)

Inside an apartment owned by the Dvalis, on a shelf in the living room, under a large television.



EBOOK 56: WORLD'S MOST WANTED (DVALI CRIMES)

On the small coffee table in Radich's office down in the basement of the Dvali Theater.



EBOOK 57: BORDERLINE MAGAZINE

On a shelf under a small television in an apartment that has a balcony overlooking the exterior of the Dvali Theater.

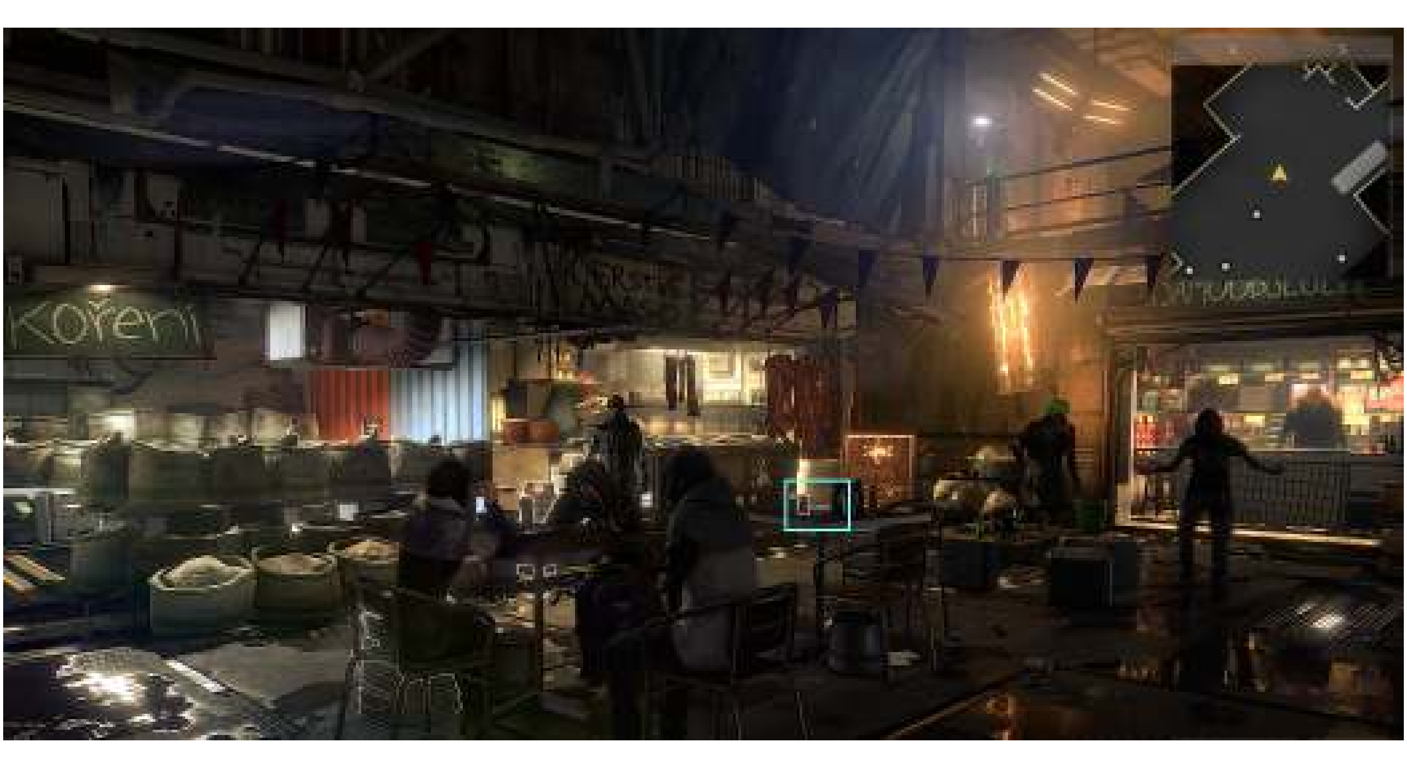
PRIMA GAMES

DEUS EX MANKIND DIVIDED™

eBook Locations

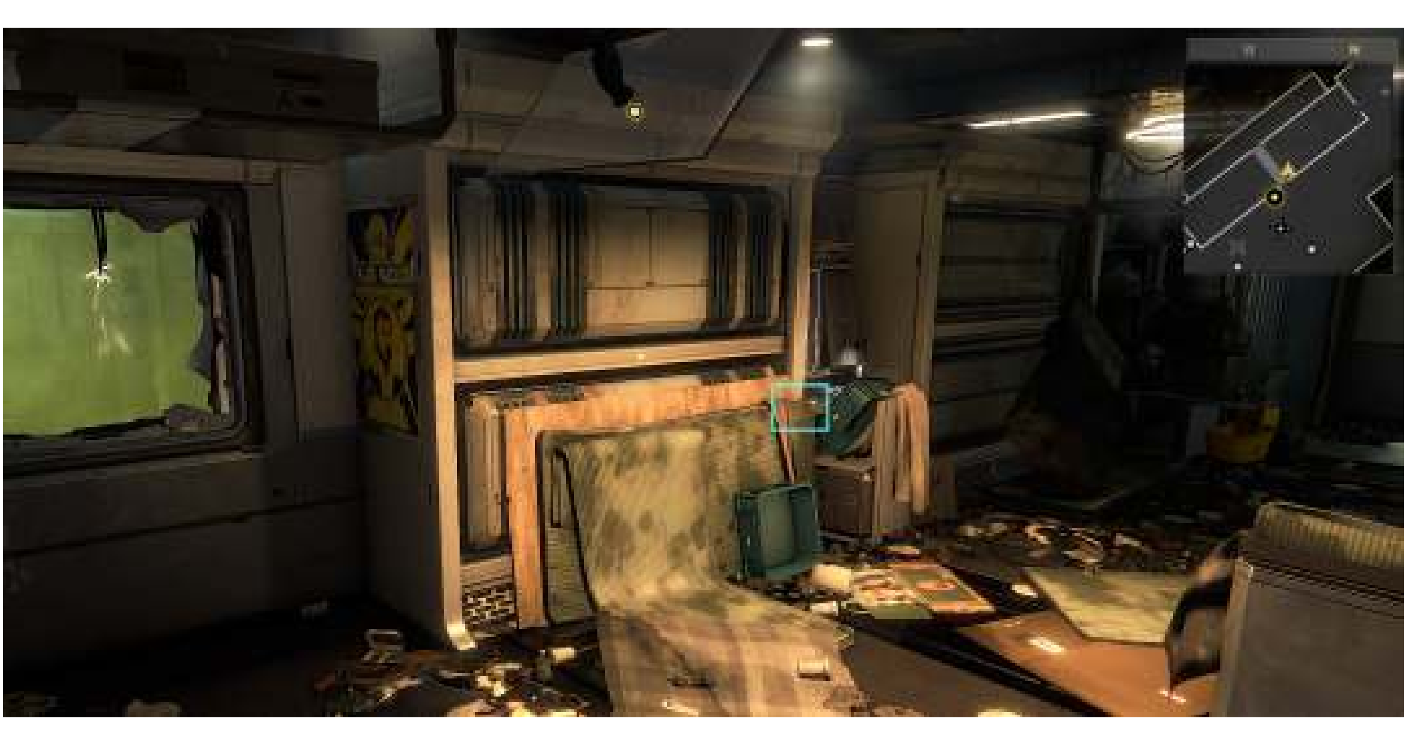
Golem

SOCIAL HUB



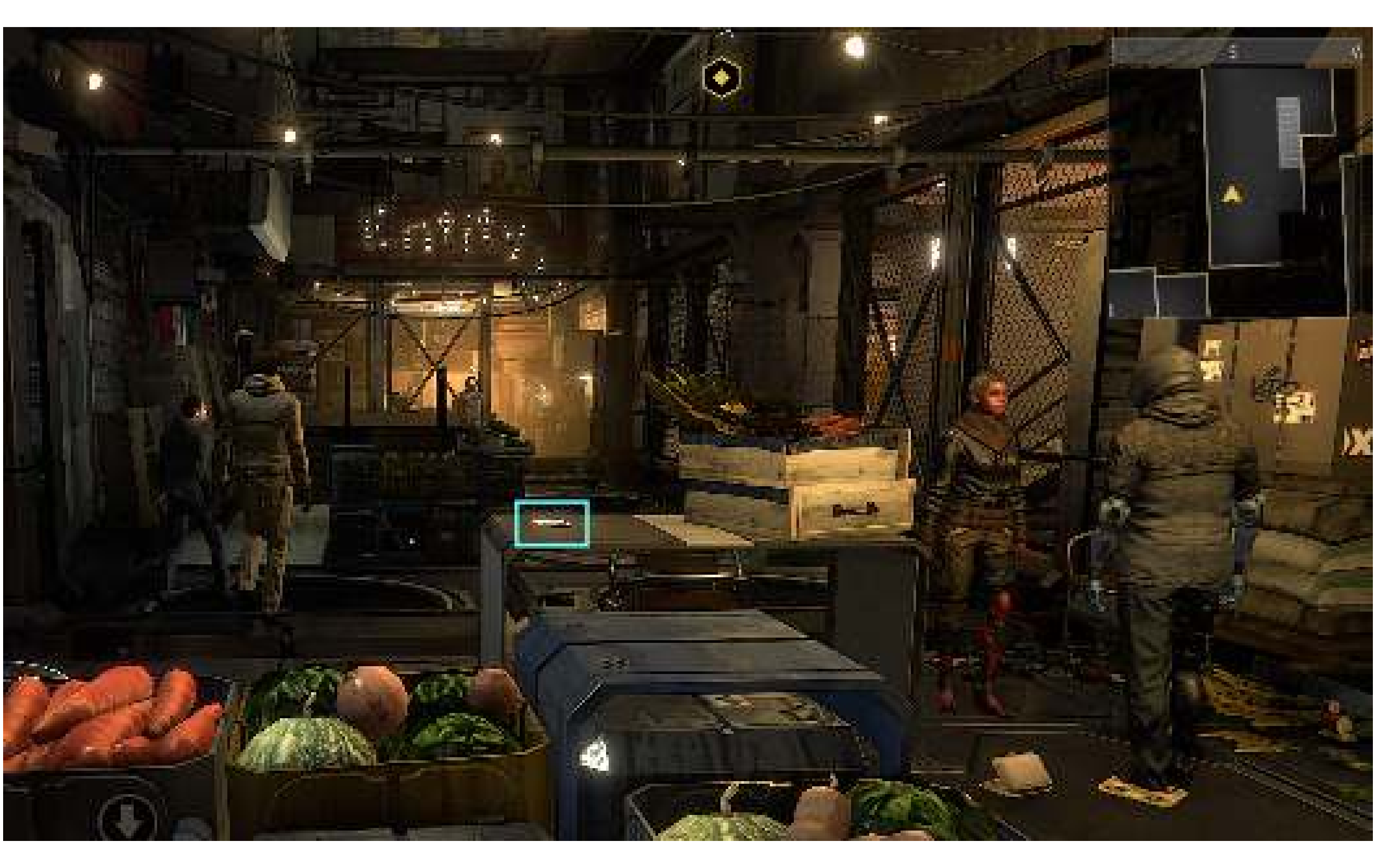
EBOOK 58: SANTEAU - RISE OF A CORPO-NATION (GROWTH)

On a table in the Market, in front of the rice & meat shops.



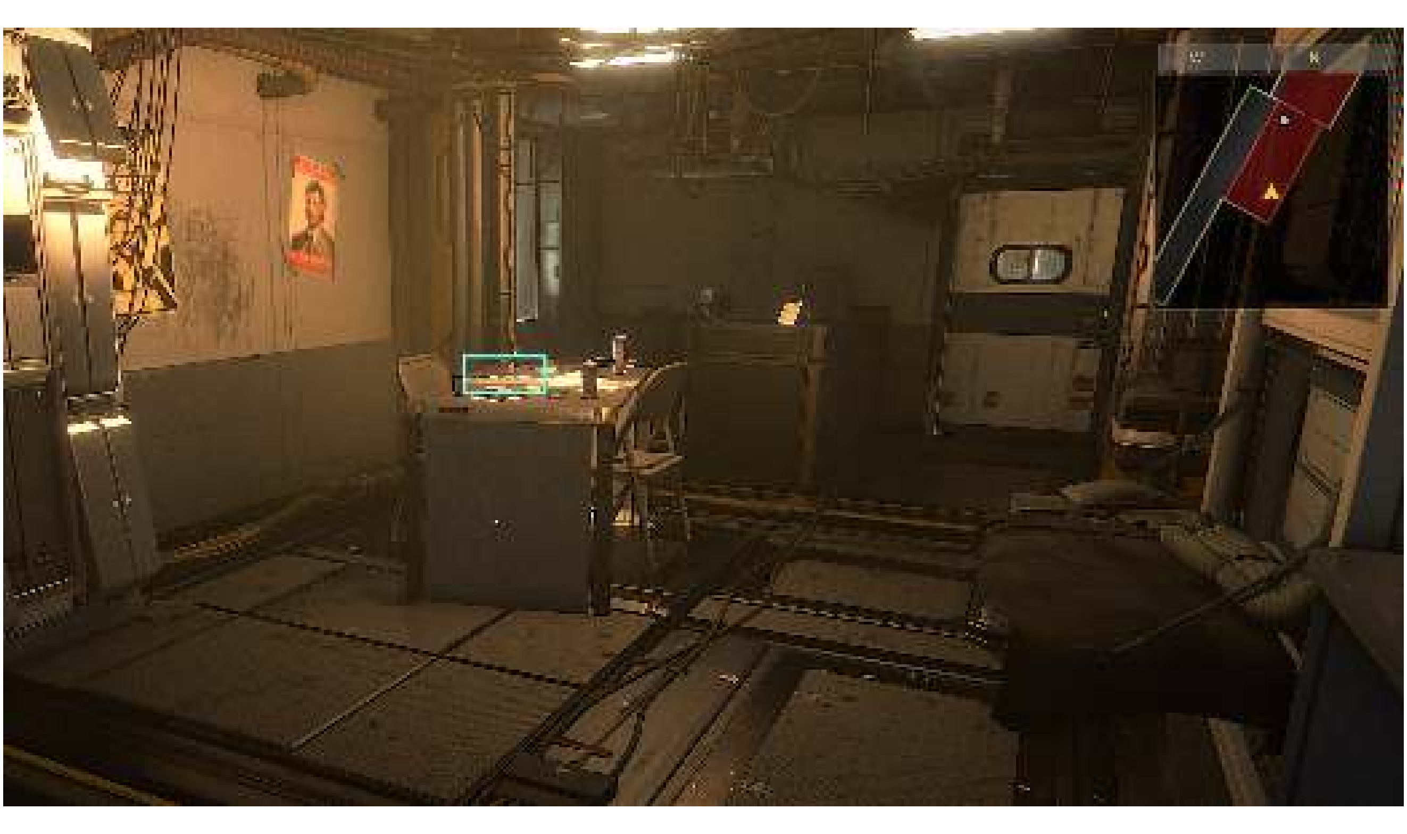
EBOOK 59: PRIDE IN PREJUDICE (UNAUTHORIZED RUCKER BIO)

On a table inside a housing of the residential area, with a “punch-through-wall” to a tight space filled with gas.



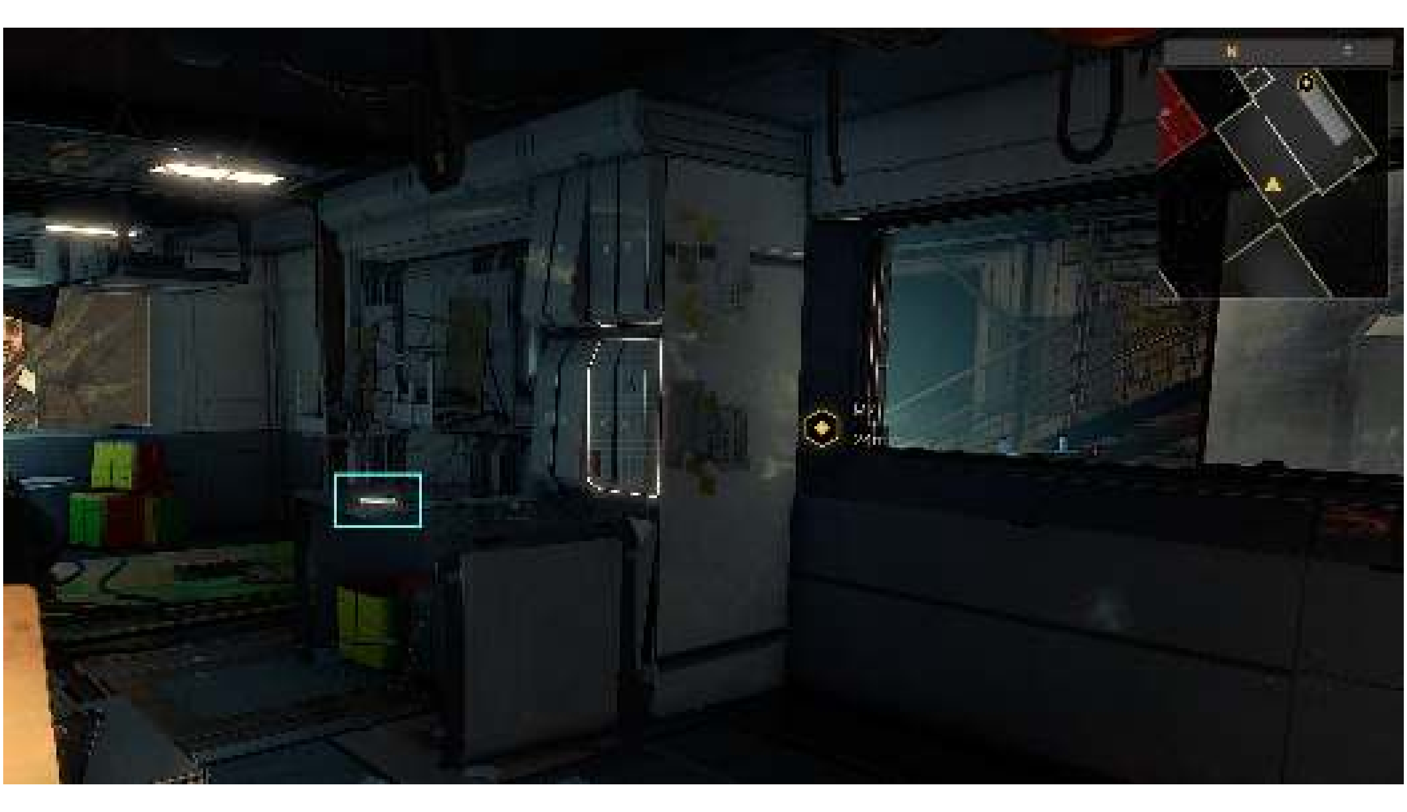
EBOOK 60: PROMISE OF A BETTER LIFE!

On a table at the bottom area of the Market, near the ENTITY tech shop.



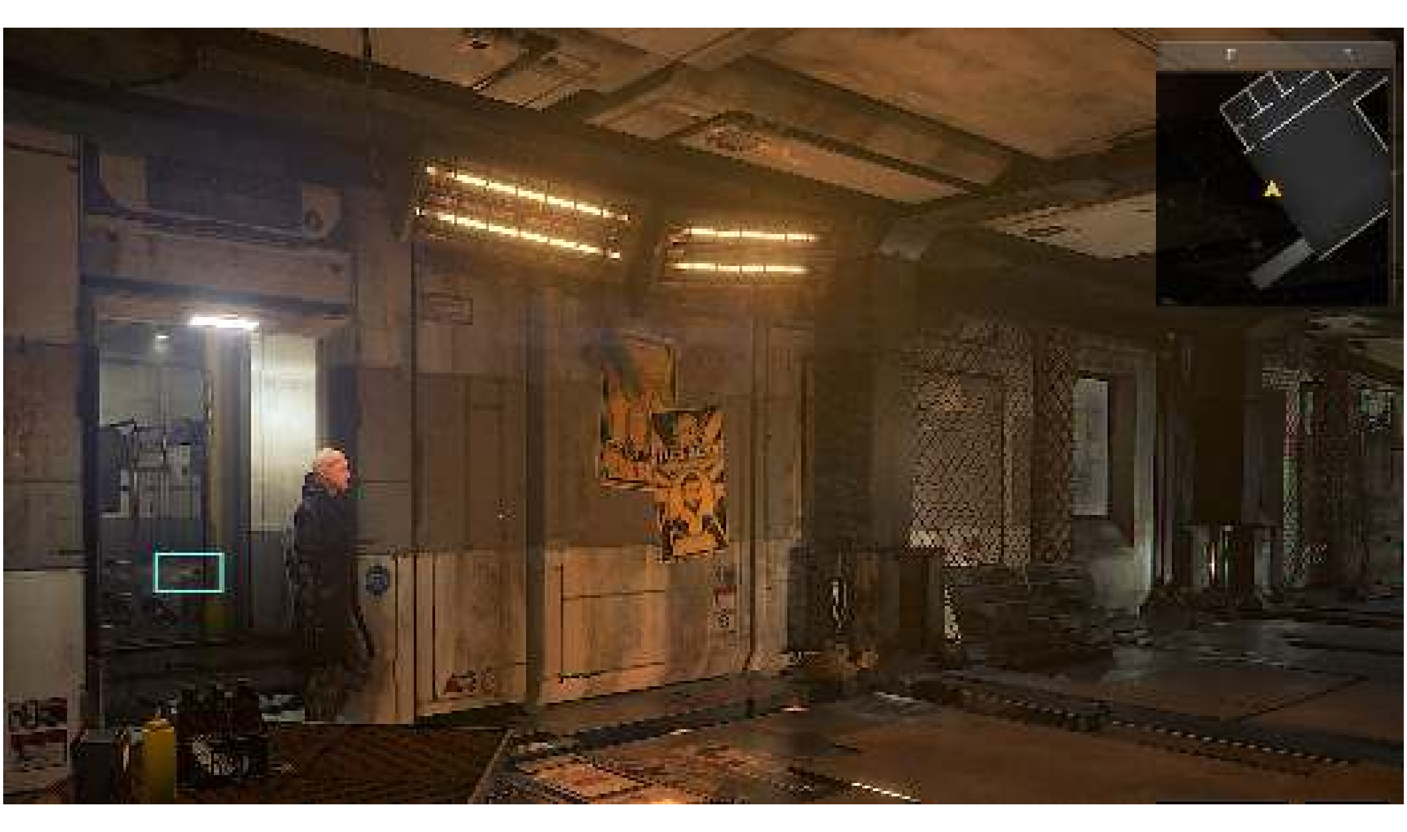
EBOOK 61: COLLAPSE OF AN INDUSTRY (SARIF FALLS)

On a table inside the housing controlled by cops at the exit of the Narrows.



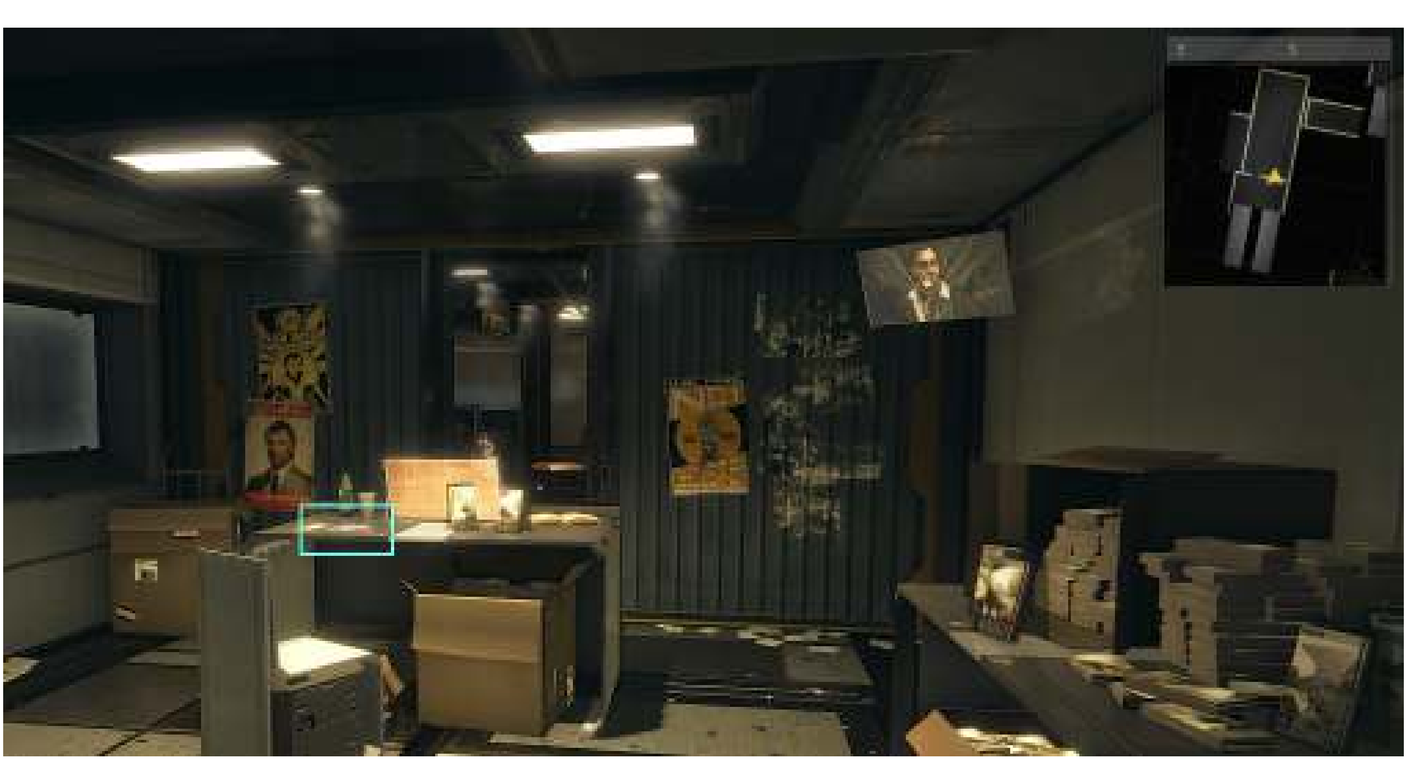
EBOOK 62: FLESH AND CHROME (CHAPTER 9)

On a table inside the childcare housing, near the staircase leading into the Market.



EBOOK 63: GLOBAL POLITICS REVIEW [2029 EDITION] (CHAPTER 1 AUG INCIDENT)

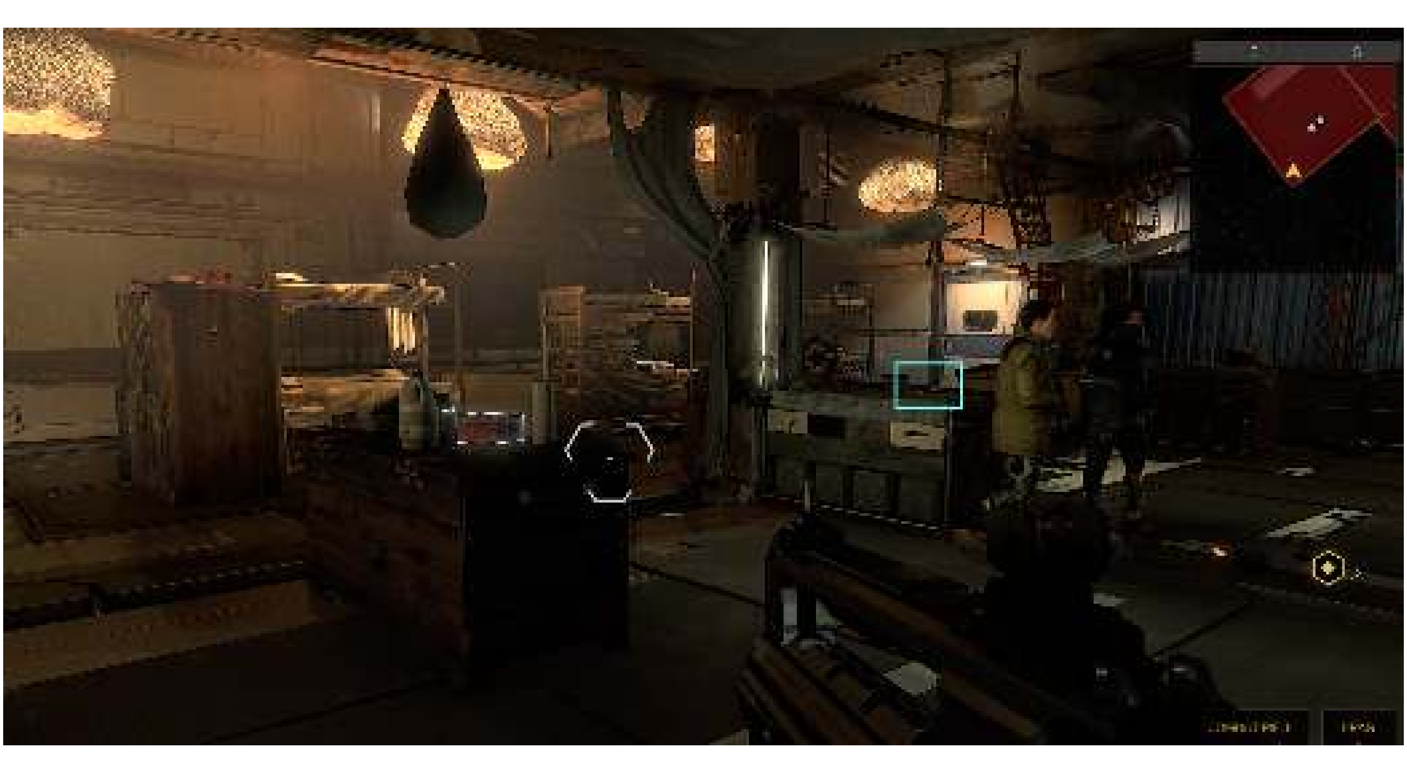
On a bed in one of the small rooms of the dormitory housing, in the Market.



EBOOK 64: TWO BLOODY CHEEKS

On a table inside the Santeau Representative’s housing, near Louis Gallois’ housing, in the Market.

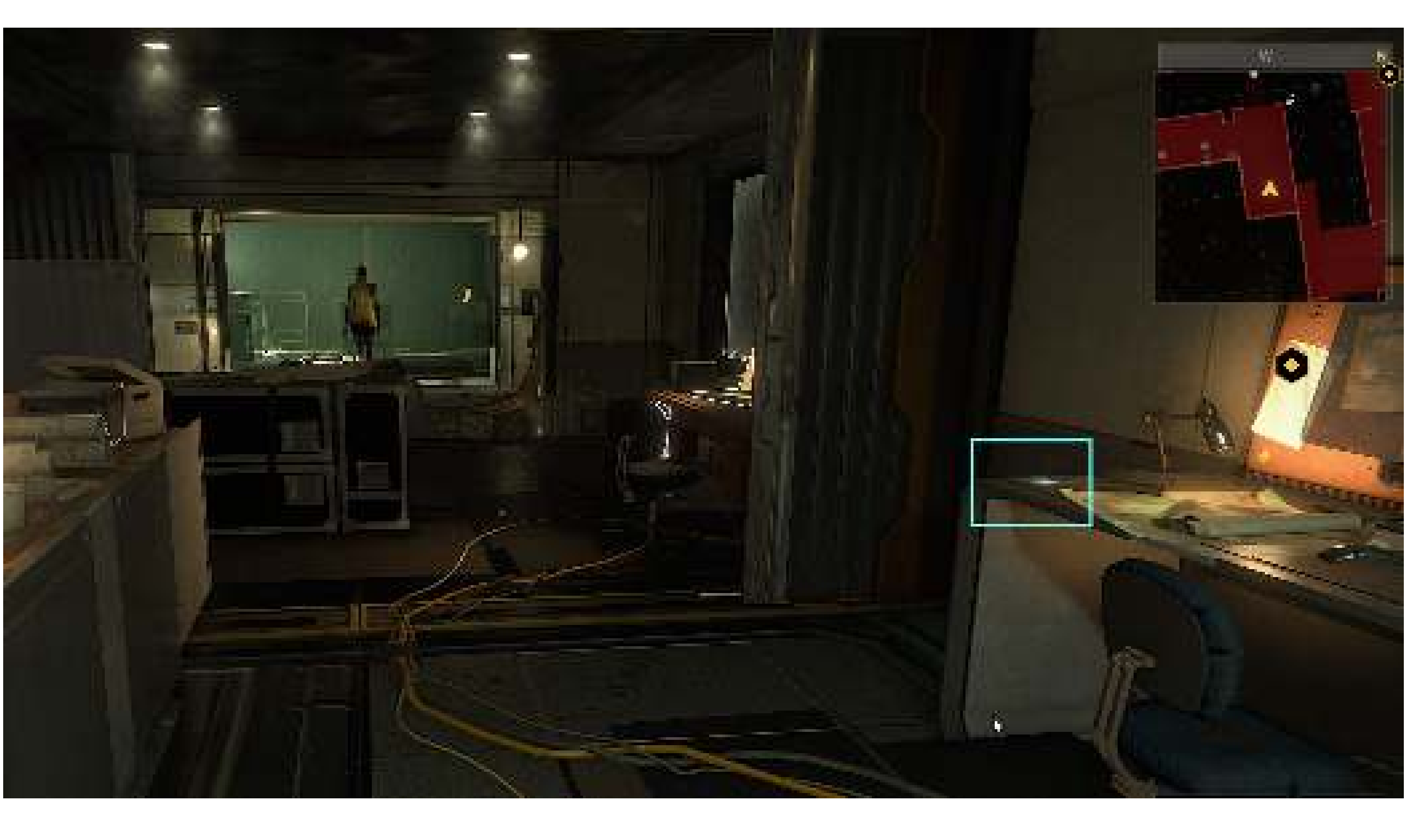
A.R.C. LIVING QUARTERS



EBOOK 65: THE SLEEPWALKING WORLD (POPULATION REDUCTION)

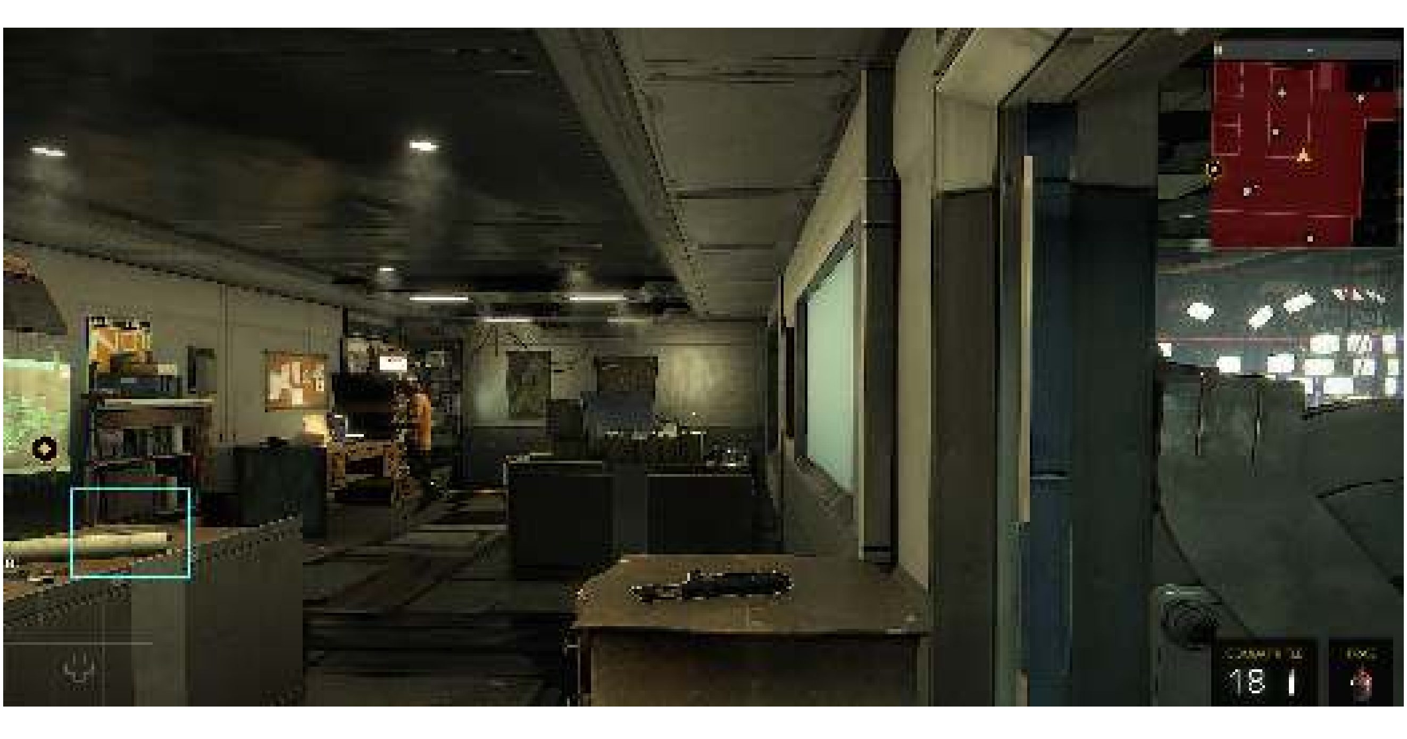
On a bed in the barracks area of the living quarters.

A.R.C. OPERATIONS



EBOOK 66: THE INCONVENIENT AUG (CHAPTER 17)

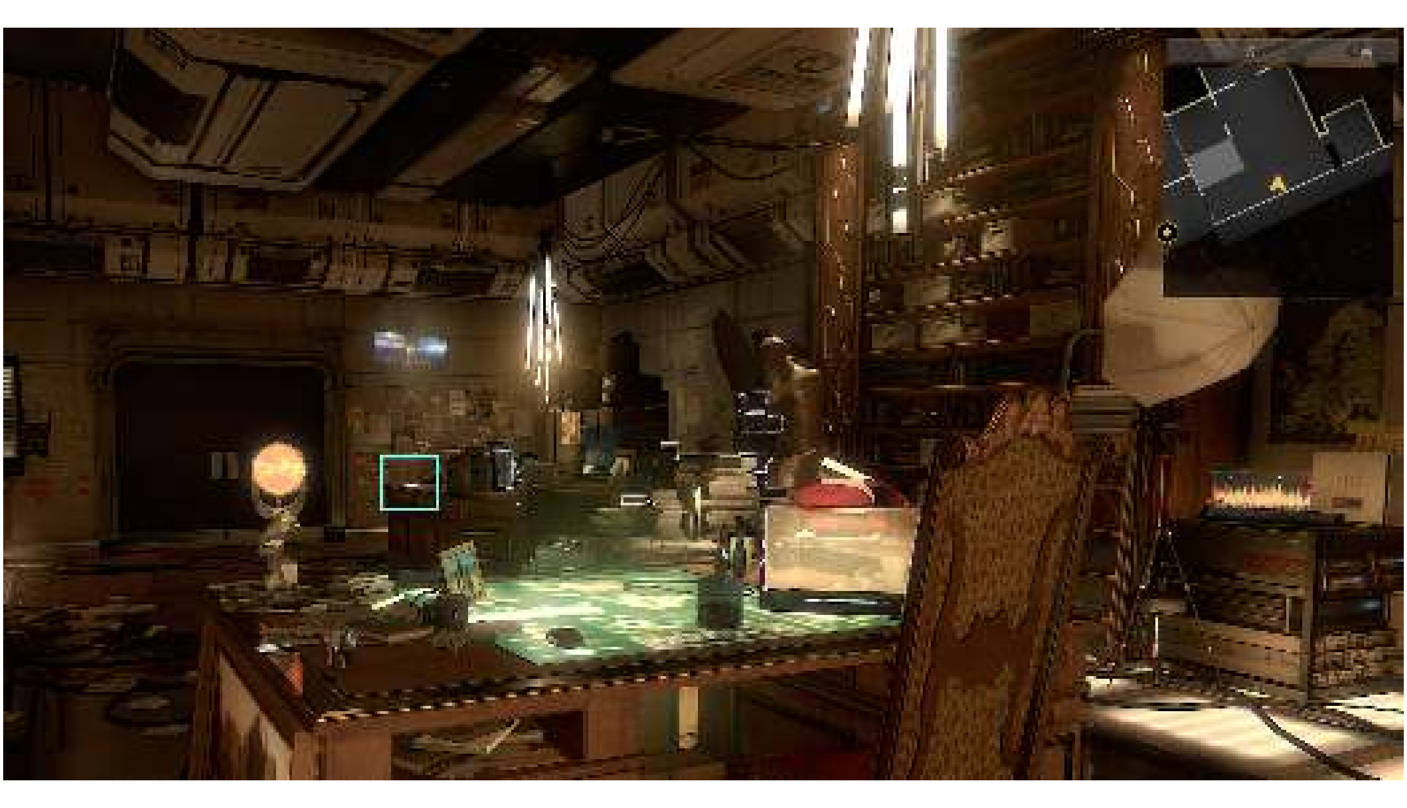
On table of a housing, on upper floor of A.R.C. Operations.



EBOOK 67: THE INCONVENIENT AUG (CHAPTER 12)

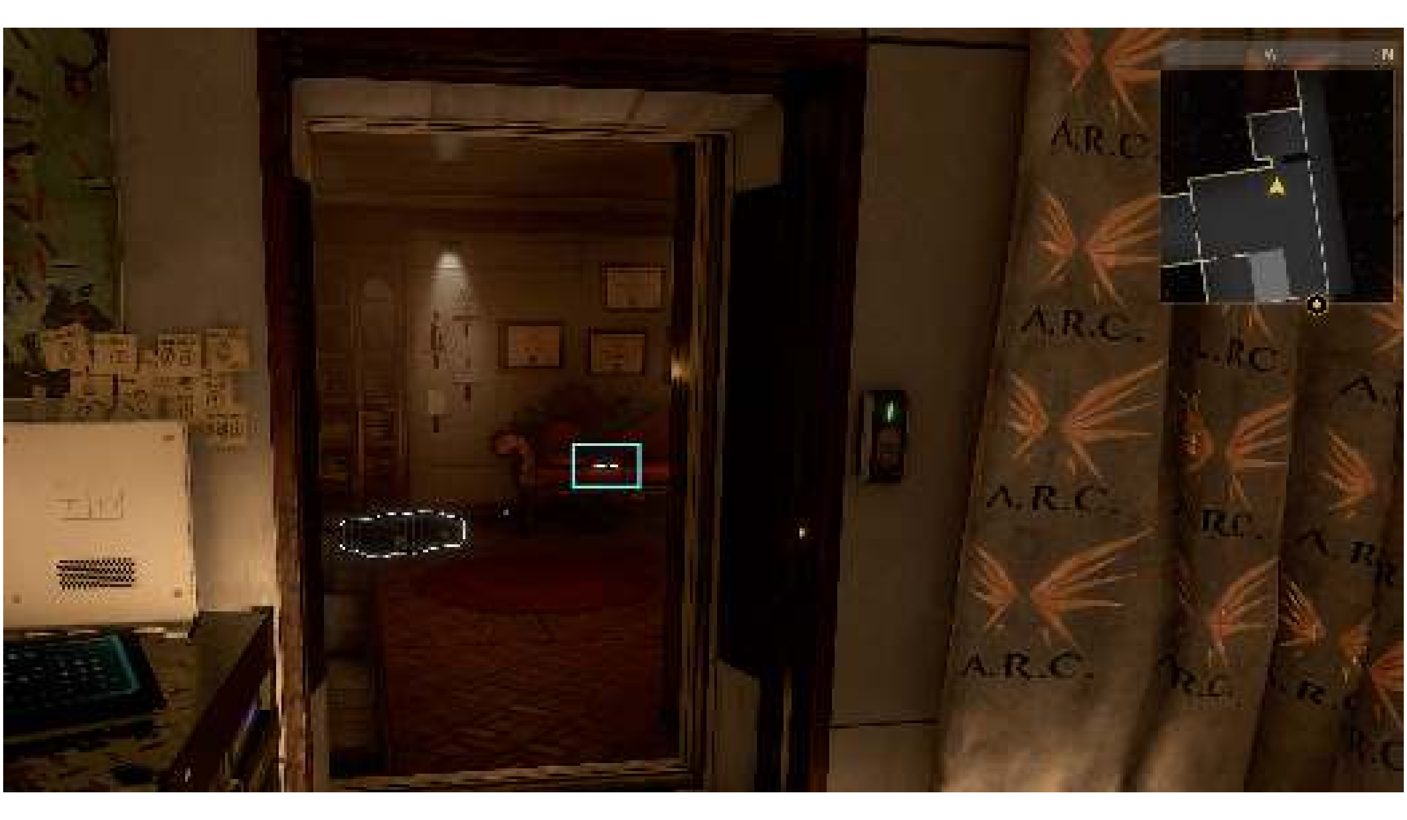
On a desk inside an upper floor housing near the “ball of-monitors.”

RUCKER TALOS ROOM



EBOOK 68: TALOS RUCKER: AN AUTOBIOGRAPHY

On a desk near the entrance into Talos Rucker’s office.



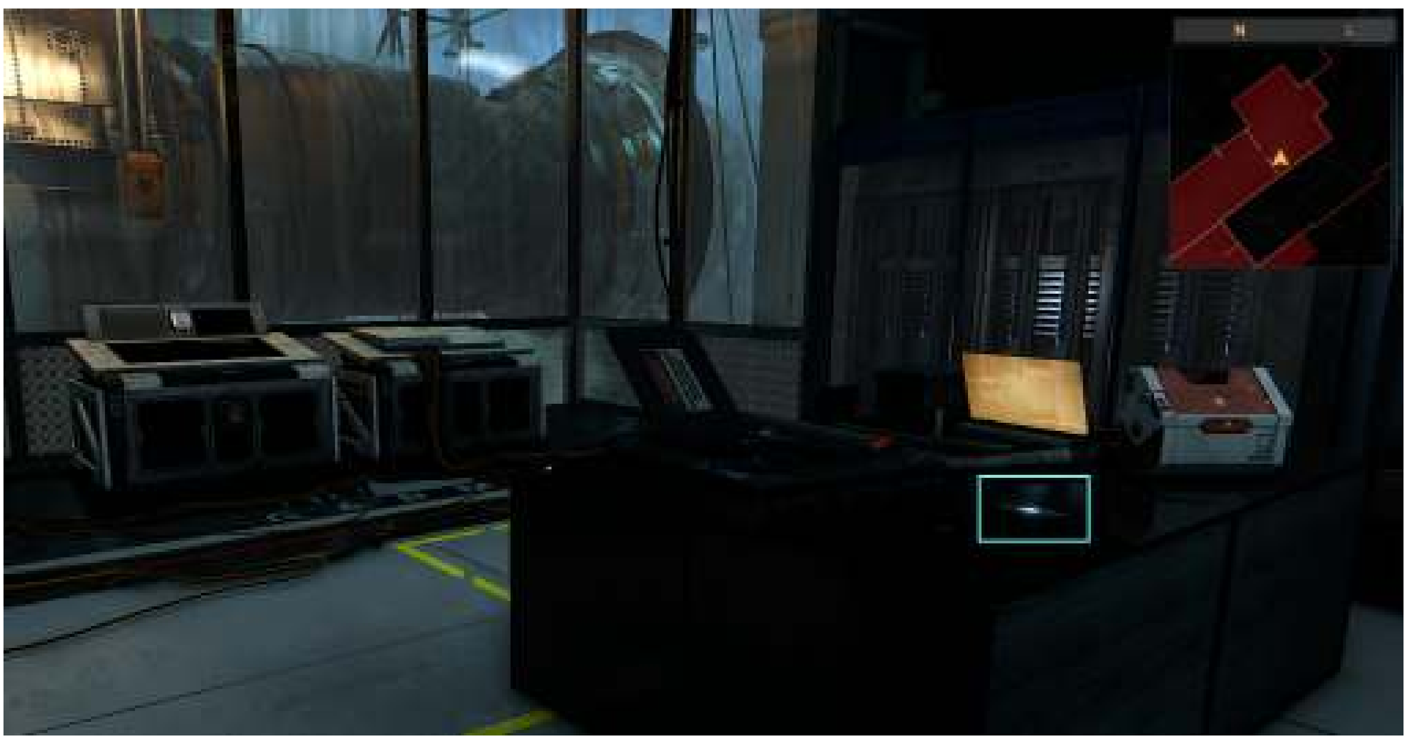
EBOOK 69: THE INCONVENIENT AUG (CHAPTER 2)

On couch inside Rucker’s personal room, which is locked with a unique keycard.

eBook Locations

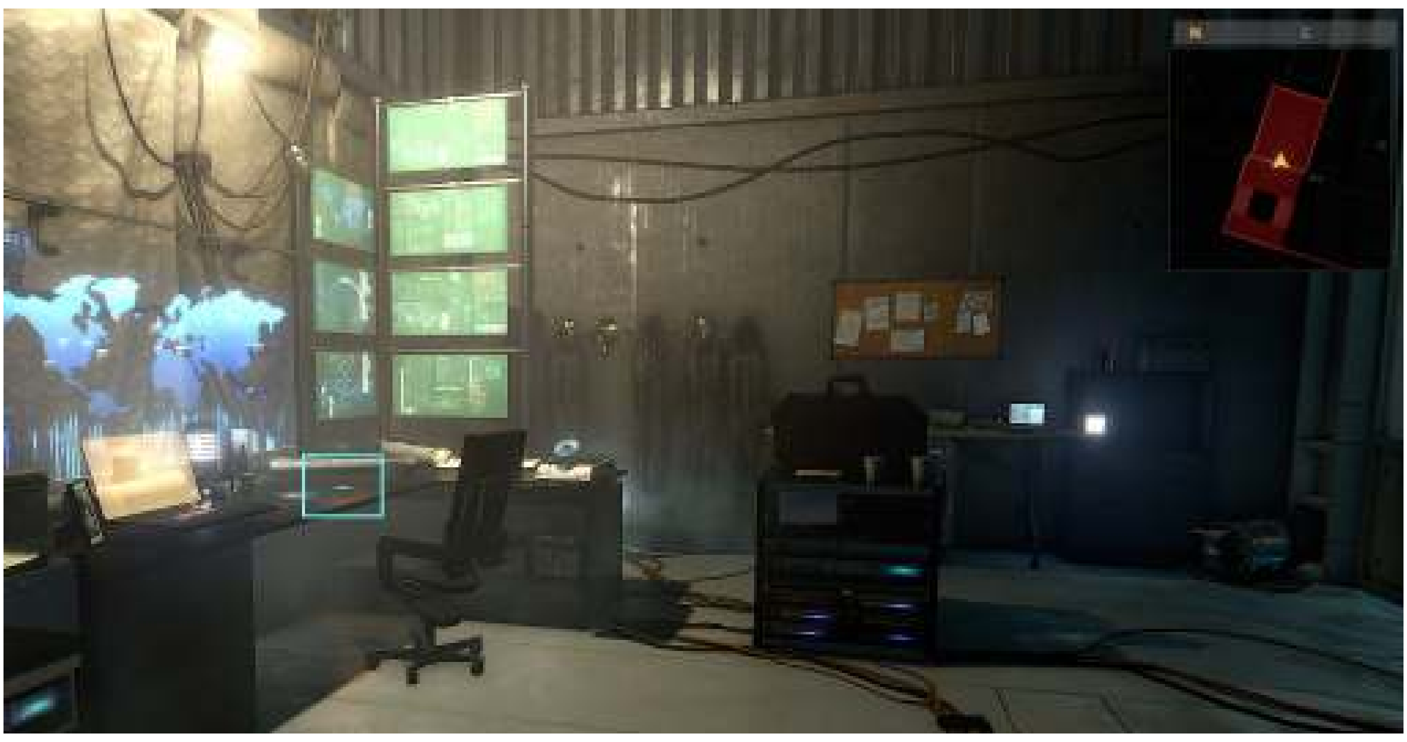
Swiss Alps (G.A.R.M.)

HANGAR 1



EBOOK 70: BILLION DOLLAR DAYDREAMS (PART 3 OF NATHANIEL BROWN BIO)

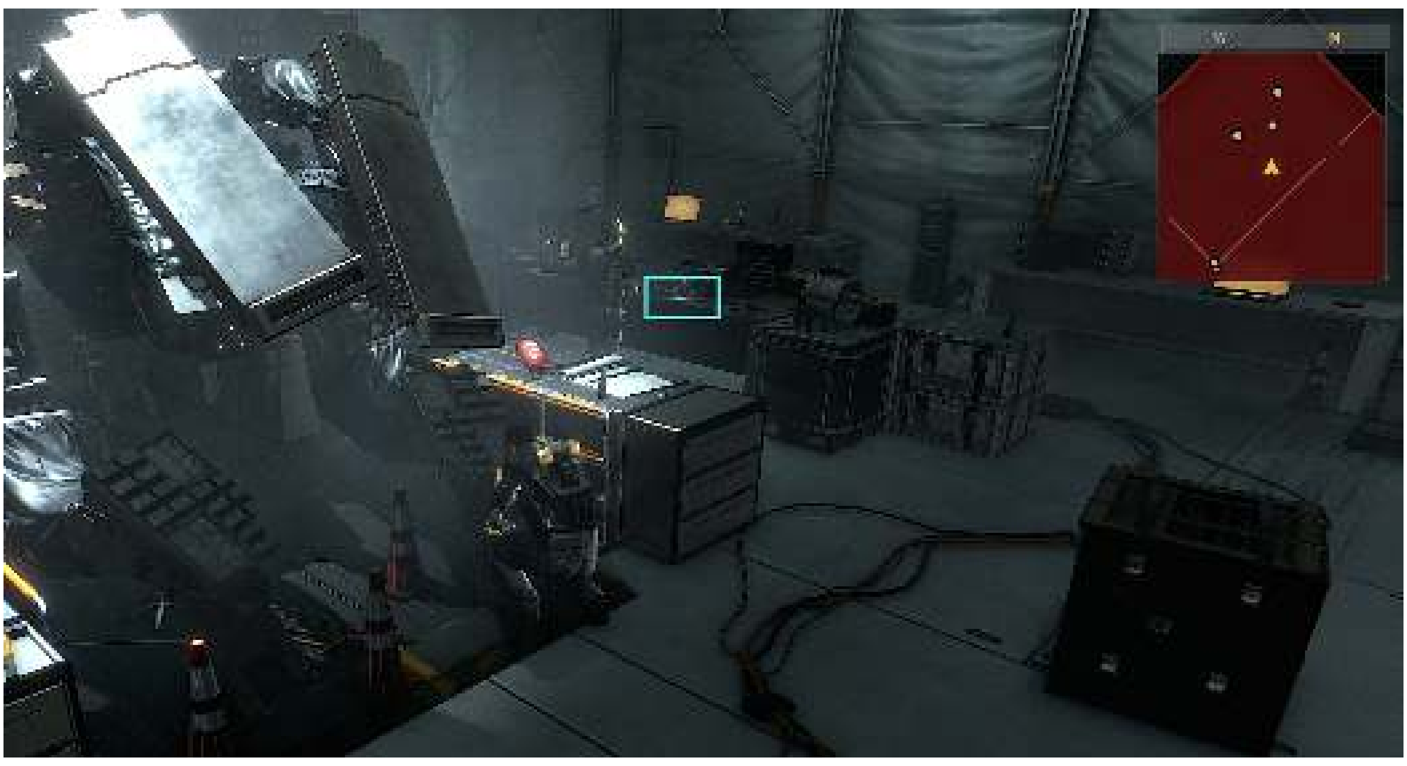
On a counter in the center of the crane's control room.



EBOOK 71: CITY AS PRODUCT (CHAPTER 4 OF BROWN'S BIO)

On a desk in front of the monitors inside Marchenko's personal room.

HANGAR 2



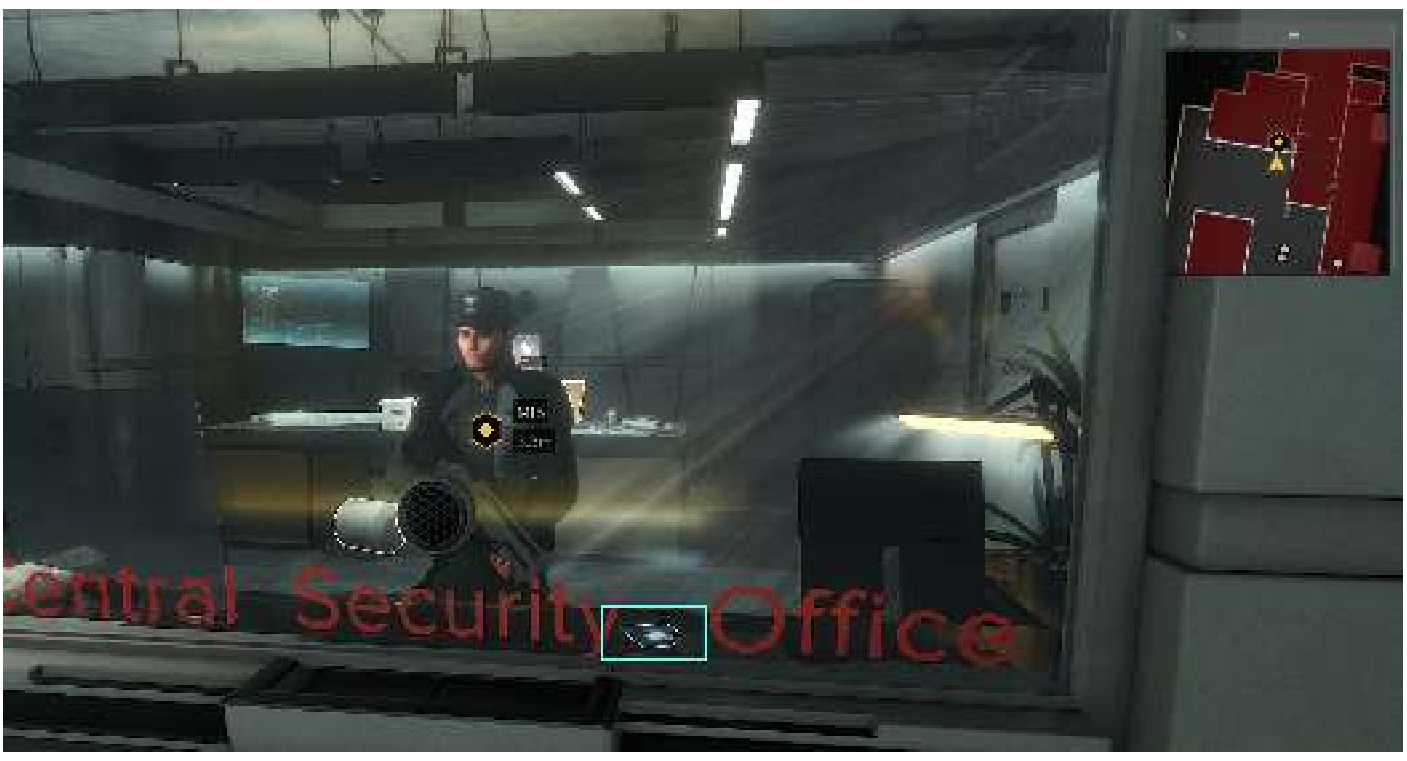
EBOOK 72: JUS IN BELLO (PART 4 – RISE OF TARVOS)

On a table filled with tools inside the box guards' Maintenance tent.

eBook Locations

London (Apex Centre)

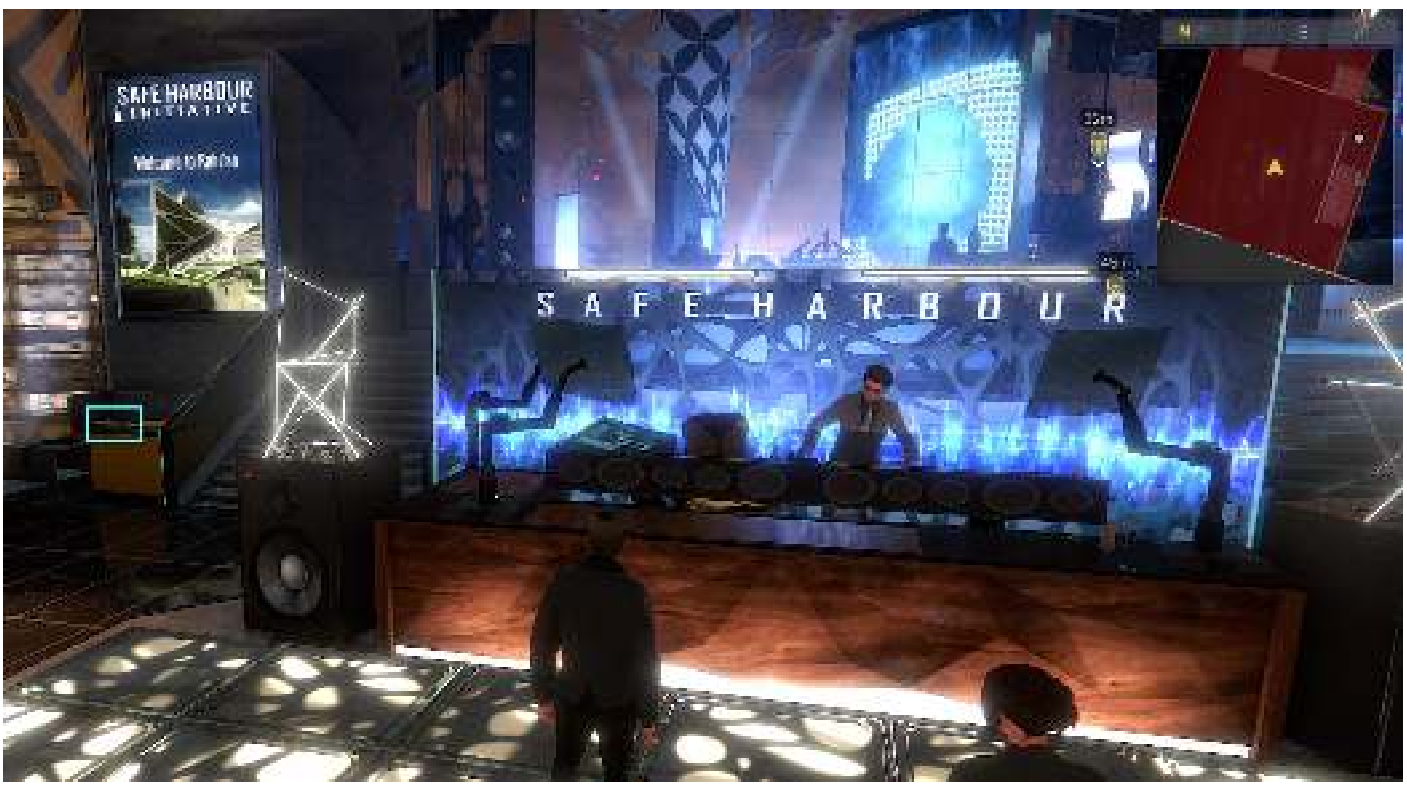
CENTRAL SECURITY OFFICE (C.S.O.)



EBOOK 73: TARVOS: MISSION STATEMENT & COMPANY BIO

On the desk in front of the “fake” Tarvos Guard you can talk to as he exits the elevator when entering the C.S.O.

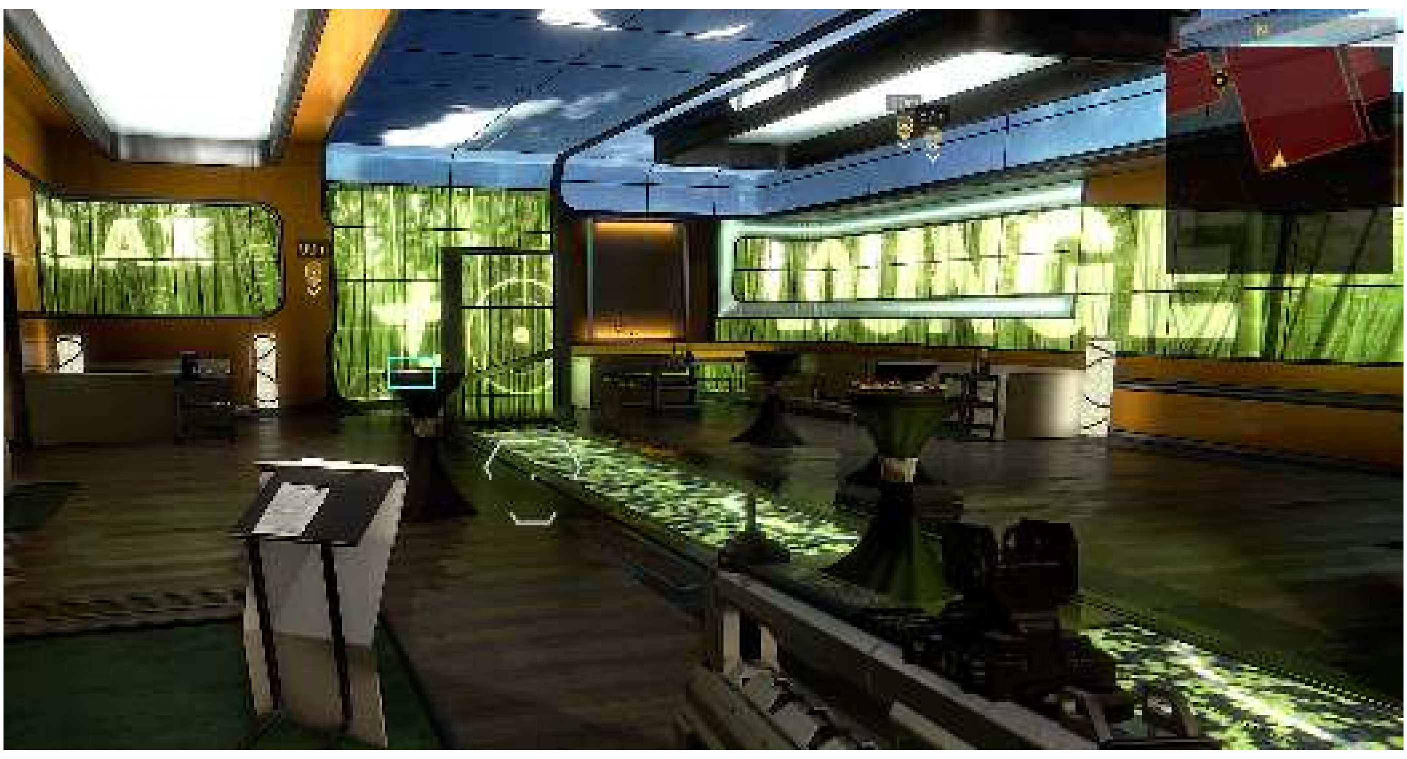
RECEPTION HALL



EBOOK 74: PORT IN A STORM (PART 5)

On a couch beside a short set of stairs near the DJ’s console and the dance floor, which faces the “exit” of the Reception Hall when navigating toward the Exhibition Hall.

MEETING ROOMS AREA



EBOOK 75: SANTEAU – RISE OF A CORPO-NATION

On a table inside the VIP room where Brown and his delegates are drinking champagne tainted with the Orchid virus.

Behind the Scenes

Bios

JEAN-FRANÇOIS DUGAS – EXECUTIVE GAME DIRECTOR

Jean-François has worked in the game industry for close to 20 years as both a Lead Game Designer and Game Director. He is currently working as an Executive Game Director at Eidos-Montréal on the Deus Ex brand and as the Game Director for *Deus Ex: Mankind Divided*. J-F's work has covered racing games to first person shooters and includes such titles as *Monaco Grand Prix, F1 Racing*, and *Far Cry Instincts*, among others. His most challenging endeavor to date has been the award-winning action-RPG, *Deus Ex: Human Revolution*.

PATRICK FORTIER – GAMEPLAY DIRECTOR

As a child, Patrick already wanted to do Game Design before even knowing it could be an actual career! Over the past 19 years, he's had a chance to work with fantastic people on a variety of projects such as *Speed Devils, Myst, Splinter Cell, 1666*, and currently with the *Deus Ex: Mankind Divided* team where he acts as Gameplay Director.

OLIVIER PROULX – PRODUCER

Olivier is a video game producer with over a decade of hands-on production experience. He has shipped multiple titles on major franchises for current gen consoles, PC, and mobile devices. Prior to producing *Deus Ex: Mankind Divided* for Eidos-Montréal, Olivier led the development on *LEGO Legends of Chima Online* at WB Games Montréal, and directed top-selling, innovative mobile titles with EA Mobile.

STEVE SZCZEPKOWSKI – EXECUTIVE AUDIO DIRECTOR

Steve has spent the last 15 years working in the gaming industry, as well as 30-plus years in the Audio/Music field. He is currently working at Eidos Montreal as the Executive Audio Director for the Deus Ex franchise, as well as being the Audio Director on *Deus Ex: Mankind Divided* and *Deus Ex: Mankind Divided-Breach*. Steve has worked on numerous titles and platforms throughout his career, leading him to his current role. He has been heavily involved in driving the audio for all Deus Ex trailers. His proudest work to date is the award-winning Action-RPG *Deus Ex: Human Revolution*.

PRIMA GAMES

DEUS EX MANKIND DIVIDED™

Behind the Scenes

Developer Interviews

WHICH AREA OF THE GAME WAS THE MOST COMPLEX ONE TO CREATE AND WHY?

Jean-Francois Dugas: I'd say the city hub of Prague. It's a location that holds many sub-locations with different artificial intelligence needs for NPCs and enemies, as well as various exploration and mission setups. It's also a place you visit a few times throughout your journey at different times of the day, thus demanding different scenarios. So, it's very complex to manage the various aspects to make all of the pieces work together while still keeping the world-logic and maintaining overall consistency.

Patrick Fortier: From a gameplay point of view, the most difficult challenge was Adam Jensen himself. Because he had evolved into a character who is much more comfortable with his augmentations, we wanted to find a way to translate this "Adam 2.0" persona into the actual controls. We were looking for more fluidity and better reliance on augmentations. To achieve those goals, we worked a very long time finding the right control scheme (I think we went through 19 iterations, each one inching us closer to the final result). The main objective was to allow quick use of augmentations, whether assigning, triggering, or using them in movement. We also modified the energy system to allow more frequent use of certain augmentations and developed the "auto-locking" nature of the gun-arms to make them meaningful (more powerful and reliable than regular weapons) yet easy to access on the fly, no matter your playstyle. That system needed to blend perfectly with all the different animations both in first- and third-person, so it was quite challenging. In the end, we are very happy with the results.

Olivier Proulx: The Prague City Hub was a massive challenge. In terms of design, it has to seamlessly accommodate for critical path missions, side missions, and exploration. Also, the AI system is pushed to its limits as NPCs must react and adjust their factions based on the player's actions. Lastly, we worked very hard on the 'living breathing world' aspect of this map with lots of NPC voiceovers, custom animations, and scripted events—all of which are essential to push the narrative aspects of the game. Obviously, being such a big map with many assets, Prague was a challenge for the technical team and the programmers!

Steve Szczepkowski: Sonically, I would say the sandstorm in Dubai would be one of them. There's so much going on: the battle between the Djinn and the Task Force, gunfire, barks, rising winds, etc. It was a lot to try and balance, but we did our best!

WERE THERE ANY TIMES DURING TESTING WHEN YOU FOUND SOLUTIONS TO AN AREA THAT YOU HADN'T EVEN THOUGHT OF DURING DESIGN?

Jean-François Dugas: It happens all the time because the way we build challenges doesn't require a specific way to solve them. It's really about using the augmentations, weapons, and tools you have. Here's a simple example to illustrate this point: There was this place in Prague that was filled with toxic gas and the valve to shut the breach off was too far to not die without the proper augmentation. However, I had the Icarus Dash augmentation and the TITAN shield. I just turned on the shield, thus reducing damage, and then used the Icarus Dash to quickly get to the valve to shut it down. I didn't die, I just took a hit on my energy bar and that's it. The funny thing is, while we were building those challenges, we didn't think about how they could be solved using augmentations not built for these situations.

Patrick Fortier: I remember it was very challenging to keep Singh alive when we were building the final Dubai sequence in the Atrium. The level designer working on the map wondered what would happen if you simply sniped him with a tranquilizer dart. Sure enough, Singh went down, so enemy NPCs stopped firing at him. However, since he was not dead, the objective of saving him was completed successfully!

Olivier Proulx: What I always find surprising is how players can get creative with game mechanics. I remember one player being super excited about how he took out a cop in exo-skeleton by setting up a frag mine in a choke point, luring him by throwing a physical object, then finishing him off with AP rounds. From our point of view, it's always awesome to see creative mix and match of the many mechanics of the game.

Steve Szczepkowski: I encountered this when we originally designed the Drone. We had a cool sound for it, but sadly it didn't work when we tested it in other areas of the game. In some areas, it just didn't work and actually caused problems. In the end, we had to go with a different sound.

WAS THERE ANYTHING THAT YOU REALLY WANTED TO INCLUDE IN DEUS EX: MANKIND DIVIDED, BUT DIDN'T HAVE TIME FOR?

Jean-François Dugas: Not that much, but I'd say a few experimental weapons and another city hub probably got left out.

Patrick Fortier: I would have liked to explore more "first person body awareness." You see Jensen's augmentations when he uses them or his arms when he runs, but you still can't see his legs when he looks down or his hands when he picks things up, etc. Obviously, with all the work that was needed rebuilding basic systems for first- and third-person actions in the new engine, there was no time to fully develop that, but it's something I feel would have added a lot to Jensen's (and the player's) physical relationship with the environment.

Olivier Proulx: Of course! As with any game development project, sometimes we have to make choices and cut some ideas in order to maximize the quality of the most important aspects of the game.

Steve Szczepkowski: Like I mentioned before, we really wanted the drones to have a unique signature sound, but in the end we had to go in a different direction. We'd get more than two drones together in one area and the sound wouldn't work anymore. We also wanted to get some custom music tracks for a lot of the conversations in the game. We managed to get some, but not as many as we wanted.

WHICH AUGMENTATIONS MAKE YOU THE HAPPIEST? IS THERE A BUILD THAT REALLY SUITS YOU?

Jean-François Dugas: I really love the gun-arms. I'm more of a stealthy player and I love that now I have more aggressive yet silent and non-lethal means to take down my prey.

Patrick Fortier: I really like the PEPS and the Icarus Dash. The PEPS is just so versatile, it can take down multiple enemies momentarily (allowing you either to kill them or run away). You can move heavy crates with it or charge it up to fully knock-out an NPC. The Dash is also a very open-ended tool. You can use it as a weapon (to Dash into people) or as a great way to explore and navigate the environments stealthily, especially vertically.

Olivier Proulx: I love the tension and challenge of playing stealth non-lethally. To that effect, a mix of Glass shield, remote hack, and a maxed out Tesla seems to suit me very well. That said, I've had fun playing all sorts of combinations in the game, including a deadly aggressive build with a mix of TITAN armor, Nanoblades, and maxed out health and dermal armor augmentations.

Steve Szczepkowski: I really like the Titan Shield. It sounds cool and is bad ass.

WHAT ARE SOME OF YOUR FAVORITE NEAR-FUTURE SCI-FI STORIES?

Jean-François Dugas: *Blade Runner* is a classic for me that never gets old. I love the first two *Terminator* movies because when you look at it, AI and robotic technologies are getting closer and closer to its fictive counterpart. I also really dig books like *1984* and *Brave New World*. Our world is different from what is depicted in these stories, but it's scary to see the similarities with today's reality and where we're headed.

Patrick Fortier: *Robopocalypse*, *Ready Player One*, *Blade Runner*, *Ghost in the Shell*, *Foundation*, and *Nexus Trilogy* are my favorites.

Olivier Proulx: Like many, I'm a big fan of *Blade Runner*. I can't wait for the sequel, which will be directed by fellow Quebecois, Denis Villeneuve. The films *Brazil* and *2001: A Space Odyssey*, and the classic manga *Akira*, are other favorite near-future sci-fi stories.

Steve Szczepkowski: I'm more of a horror reader.

MAJOR CONFRONTATIONS IN DEUS EX: MANKIND DIVIDED ARE EVEN MORE OPEN-ENDED THAN THEY WERE IN DEUS EX: HUMAN REVOLUTION. HOW HARD WAS IT TO MAKE SO MANY CHALLENGES WITH MULTIPLE OUTCOMES?

Jean-François Dugas: Well, the same philosophies are always at play. Yes, we were able to push things further than in *DEUS EX: HUMAN REVOLUTION*, but ultimately, the same design logics were applied to this title and a lot of iterations were needed. It's not magical; you need to constantly refine things until they start to feel right. It required experienced people, a lot of hard work, and stubbornness.

Patrick Fortier: It was very challenging for the narrative team, but all the open-endedness is very difficult for the gameplay team, as well, since we never know the loadout players have and which abilities they're going to use. You need to test and retest and really step out of your comfort zone to experiment with "unlikely" combinations of weapons and augmentations to see how the game systems hold up. Also, you must make sure every map in the game can be completed without augmentations, because that's a player option, too!

Steve Szczepkowski: It demands a lot of support—mainly narrative as we have whole conversations that will change depending on what you did in the game. Different cutscenes will play, as well.

IN A PERSONAL SENSE, DO YOU THINK OF GHOST PLAYTHROUGHS AS BEING CANON, OR DO YOU SEE JENSEN AS SOMEONE WHO USES ALL METHODS (WEAPONS, TAKEDOWNS, STEALTH, SOCIAL ENGINEERS, ETC.)?

Jean-François Dugas: What's important to me is that players build their own canon version of Adam Jensen. We have defined character traits for him that will inform us on how we write him and how he will react to different situations or people, but that's pretty much it. The rest is up to the audience to decide. Yes, my Jensen doesn't kill unless it's necessary. He's resourceful and will use his full arsenal to get things done. But that's my truth. Maybe not yours.

Patrick Fortier: Fundamentally, I feel the series is about choice and consequences, so for me, from a gameplay perspective, that translates into a "whatever happens, happens" kind of playthrough. I try to be stealthy when I can and destructive when I don't feel I have to hold back. Other times I'm forced into action because I made a mistake, but ultimately I never want to re-load. My goal is to get by with the tools and resources at my disposal. Testing the limits of your creativity is one of the most rewarding aspects of this game.

Steve Szczepkowski: For me, he would carry a balance of all the above: weapons, stealth, takedowns, and social so you can hopefully get through most situations. I always make sure my hacking is maxed out so that I can get into all the cool parties.

WHAT IS YOUR FAVORITE "I CAN'T BELIEVE THAT WORKED" MOMENT IN THIS GAME AND WHY?

Jean-François Dugas: The sandstorm in Dubai. I asked for it very late in the project when, technically, it's not time to ask for these things anymore. I had my reasons to add it and the team got on board pretty quickly. Of course, the tech people started by saying no, but that was just the start of the discussion, right? Ahahahhaha!

Patrick Fortier: An NPC was patrolling toward me and was about to discover the body of a guard I had knocked out. Fearing detection was unavoidable at this point, but I noticed he turned his back to me momentarily while searching around. From my crouched position behind a desk, I picked up a coffee mug and threw it into the corridor. The NPC was turning back toward me and was one step away from getting a line of sight on the body before he turned away to investigate the noise. This allowed me just enough time to pull the body away and stash it in the corner, thereby continuing my "undetected" run through the map. Very satisfying because of the "quick thinking" nature of my solution and how the systems all behaved the way I expected them to in order to allow me to get away with it!

Steve Szczepkowski: I think the boss fight at the end tops my list. There were so many cutscenes and potential outcomes that we decided to go for a global solution that simplified things and gave a better presentation in the game.

WHICH CHARACTER SURPRISED YOU DURING DEVELOPMENT?

Jean-François Dugas: Vaclav Koller. At first, I wasn't sure if it would be a good idea to have such of an eccentric character, but he was so beautifully written and acted that he really came alive in the end.

Patrick Fortier: Rucker is a character I really came to adore. The nuance and intelligence of his arguments, his sense of honor, but also his great lucidity about his current predicament really makes you understand why people would choose to follow him. He challenges you intellectually and forces you to really reconsider your positions about the augmentation debate, even after you turn the game off.

Steve Szczepkowski: I really enjoyed Koller and his performances. I was also impressed with how good some of the side mission characters came out—they're always a lot of fun and it's where we can usually have a bit more freedom from a creative standpoint!

DID ANY CHARACTER BECOME MORE IMPORTANT THAN YOU EXPECTED THEM TO BE?

Jean-François Dugas: Otar Botkevelli. Originally, he was just a thug leader working for the Dvali family. He had only a small role in Koller's shop when the Dvali were trying to get him. Something was off. We didn't really take advantage of the character we had in our hands. We then realized that we had an underground casino that was merely an exploration setup. It gave us the idea to move him there and create a storyline involving Koller—a story in which you can get involved or not. Therefore, this character started with a few lines and ended up with a robust storyline in the end.

Patrick Fortier: Otar started out as a pretty minor character and evolved into something else entirely. Gameplay-wise, the social interactions with him are very interesting since they are heavy with possibilities. Players who fully explore his storyline can unlock very significant things later on in the game.

Steve Szczepkowski: Again, Koller took on a bit of a bigger role than I think we originally planned.

WHAT DID YOU WANT TO BE THE MOST CHALLENGING ASPECT OF THE GAME?

Jean-François Dugas: For me, it's not about how challenging the game is or is not. It's more about the journey. Is it fun or not? Does this game encourage you to think outside of the box or not? If I had to choose something, it would be the new difficulty mode called "I Never Asked For This." It's perma-death mode. It adds a new dimension to the overall experience; a tension and a sense of constant danger that really changes how you play the game.

Patrick Fortier: The end-game sequence is meant to be the most difficult, not just because it includes a boss-fight, but mostly because there are so many things to do and so many possible outcomes. Players have to really get their priorities straight and decide what's important for them because it's unlikely they will have time to do everything.

Steve Szczepkowski: Sonically, I would say the hacking. We wanted it to feel tense and hi-tech.

DID YOU ALWAYS HAVE A "CANON" ENDING IN MIND FOR DEUS EX: HUMAN REVOLUTION, OR WAS THERE A DEBATE FOR WHAT ACTUALLY HAPPENED IN THE END?

Jean-François Dugas: Mary, the narrative director, will tell you that all endings are canon because the truth is buried and nobody really knows what truly happened that day in Panchaea. But when we were developing the endings, we felt that Jensen would choose to sink the facility, thus avoiding broadcasting perverted versions of the truth to the world. At least that was the original state of mind.

Steve Szczepkowski: We debated it, but Mary DeMarle (the Executive Narrative Director) had that angle figured out, so we followed her lead.

WHAT WAS THE ABSOLUTE BEST THING THAT EVER HAPPENED IN-GAME FOR YOU?

Jean-François Dugas: When a bunch of thugs outside of public areas in Prague started attacking me. Instead of fighting back, I dragged them into the open, which alerted the police. They went and killed them all, cleaning the place. Then, I got into enemy territory and could explore at my own leisure, knowing no one would bug me. It also allowed me save ammunition.

Patrick Fortier: Playing the game so much with so many different loadouts, there are tons of little magical moments (reverse throwing a grenade with the PEPS, Icarus-Dashing straight into an Icarus Strike, putting away my weapon before a city drone investigates the scene and takes down my enemies for me, etc.). However, I think my favorite moment was the first time I played the complete TF29 headquarters. Seeing all the NPCs running about and talking about ongoing events, hearing the dramatic background music, reading the emails about the ambiguous nature of the command line from the previous Dubai mission between Jensen and Macready, talking with Aria during and after the shooting range, finding the on-going investigations board or talking to Singh because I had kept him alive. Even though there was no real challenge, that was a moment where everything really clicked and the Deus Ex world really came to life for me.

Steve Szczepkowski: I was just walking around to test the city hub. I entered a small bar/restaurant in the Prague city hub and the audio transition going in was seamless. There was background music playing inside the bar and a couple was having a conversation in Czech as I walked in. All the elements came together (audio, narrative, etc.) and created a pretty magical moment for me. The mood and setting were perfect in that moment. I had a big smile.

DESCRIBE THE INSPIRATIONS FOR YOUR CAREER IN GAMING AND WHAT THINGS GIVE YOU THE GREATEST SATISFACTION IN YOUR CURRENT ROLE?

Jean-François Dugas: I have played games for more than 35 years, but what made me want to become a game developer were all of the PC games of the '90s. Graphic adventures like *Gabriel Knight*, *King's Quest*, *Police Quest*, *Full Throttle*, or strategy games like *Heroes of Might & Magic* and *Civilization* inspired me greatly. What gives me the greatest satisfaction is seeing a game coming to life through the expert hands of a team that chooses to believe in the direction of the game I'm trying to make. We have a creative core who can have ballsy ideas and when the production team steps up to make them happen, it can be very exhilarating.

Patrick Fortier: I don't know if I would call them "inspirations," but most of my philosophies about game design come from the old Japanese console and arcade games of the '80s and early '90s. Things like "tease, teach, test, master" for introducing new mechanics, constantly introducing new patterns for established mechanics, or letting players experiment on their own are concepts I grew up on and which fundamentally influence my perception of game development. Ultimately, though, the most satisfying thing is seeing ideas come to life through players' experiences. Witnessing paper ideas gradually evolve into tangible emotions that resonate with people are the moments I live for.

Olivier Proulx: Creating games is the ultimate team effort – as a producer, I have the opportunity to work closely with all the teams to make sure communication is smooth, objectives are met and daily problems are solved. It's very rewarding when the work of many talented developers from different fields comes together on the controller and through world-building!

Steve Szczepkowski: I always wanted to work in the arts and be creative. For the longest time it was just playing and making music. I also love film and reading. The gaming world allows me to bring so many of my passions to the forefront and be creative, from the casting of interesting voices, to the sound of a certain weapon, to the music and emotion in a certain area. I love all of these moments and feel very lucky to work in this field. I get a great deal of satisfaction seeing something we worked on come to life and shine.